

ISSUE NO.
226
DECEMBER

GTM

GAME TRADE MAGAZINE

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Spell Smashers

IN THIS ISSUE:

- THE CHILDREN OF THE EMPIRE PREMIUM EXPANSION USHERS IN A NEW ERA FOR FANTASY FLIGHT GAMES' LEGENDS OF THE FIVE RINGS: TCG!
- FAME AND FORTUNE AWAIT! HAUL CARGO AND SMUGGLE GOODS IN AEG'S SCORPIUS FREIGHTER!



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COVER STORY



Spell Smashers: Spell Words! Smash Monsters

Harness the power of your vocabulary, battle monsters, collect loot, and flaunt your trophies in Spell Smashers!

by Renedgade Game Studios

10

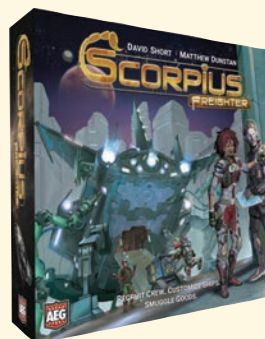
FEATURES



Legend of the Five Rings TCG: Children of the Empire Expansion

The Children of the Empire Premium Expansion ushers in a new era for Fantasy Flight Games' Legends of the Five Rings: TCG! by Fantasy Flight Games

12



Scorpious Freighter: Smuggle Your Way To Fame And Fortune

Fame and Fortune await! Haul cargo and smuggle goods in AEG's Scorpious Freighter! by Todd Rowland

86

GAMES

33

EXCLUSIVES



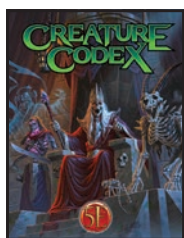
**Esper Genesis: Heroic Sci-Fi
Roleplaying Preview Pages**
by Alligator Alley

20



**Cheapass Games
Presents: The Feast**
by Cheapass Games

74



**The Creature Codex for 5th
Edition: Behind the Scenes**
by Wade Rockett

78



**Painting Happy Lil Minis
Episode 6: Painting Black**
by Dave Taylor

94

COMIC STRIP



Dork Tower
by John Kovalic

06

REVIEWS



Twilight Imperium 4th Edition from Fantasy Flight Games Part 1
Reviewed by Eric Steiger

96



Small World: Power Pack Expansions #1 & 2 from Days of Wonder
Reviewed by Jane Trudeau-Smith and Philip Smith ["Table For Two"]

98



Starfinder RPG: Armory Hardcover from Paizo Publishing
Reviewed by John Kaufeld

100

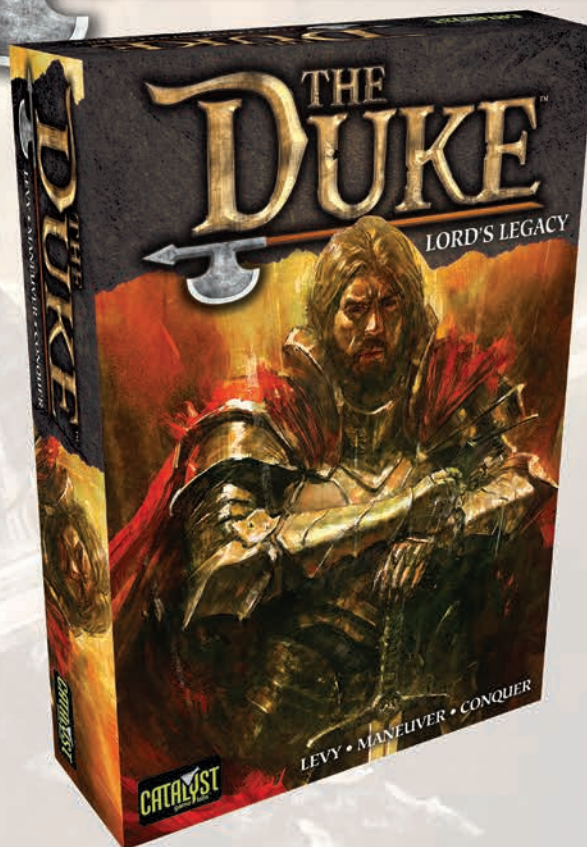
The Tea Dragon Society Card Game From Renegade Games Studios
Reviewed by Rebecca Kaufeld

102

**Mutant Year Zero: Genlab Alpha Core
from Modiphius Entertainment**
Reviewed by Thomas Riccardi

104

THE DUKE™



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The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your own.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!

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SPOTLIGHTS



Star Trek Catan
by Catan Studios

14



Blood & Plunder: The Fluyt
by Meagan Herrin

25



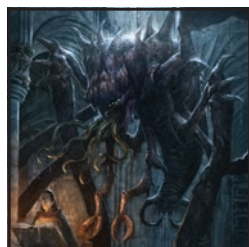
**The Mansky Capers:
The Fine Points of Favors**
by Calliope Games

26



Mesozoic
by Z-Man Games

82



**But What if the World Is Destroyed? -
Cataclysm May be the Solution to Your
D&D Campaign**
by Sandy Petersen

84



**Kings of War:
Vanguard**
by Rob Burman

88



**10 Minute Heist:
The Wizard's Tower**
by Sarah Sharp

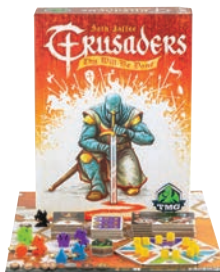
90

PREVIEWS



Chiyo's Secret
by WizKids/NECA

16



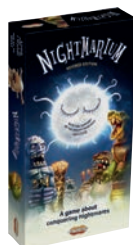
Crusaders: Thy Will Be Done
by Lance Myxter

18



**The Grizzled: Armistice Edition:
The Bonds of War**
by Sean Jacquemain

22



Nightmarium and Monsters vs. Heroes
by Ares Games

28



Infinity: The Third Offensive Is Already Here
by Belén Moreno

76

DESIGNER DIARIES



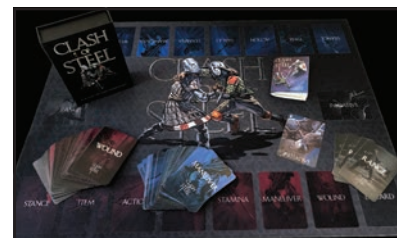
Show + Tile: My Kingdom For a Curve...
by Jellybean Games

30



**The Philosophy and Psychology of
Wench from the Designer's Perspective**
by Shaun Cranford

32



Clash of Steel
by Ben Dutter

92

STARFINDER

DAWN OF FLAME

ADVENTURE PATH

The Pact Worlds' sun is home to creatures surviving on a fiery frontier filled with secrets. Mysterious forces from within the star threaten the delicate balance. Can the heroes delve into the heart of the sun and put an end to the threat, or will they fail and bear witness to the dawning of a new age?

Dawn of Flame is a six-part Adventure Path for the Starfinder Roleplaying Game.

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www.paizo.com/starfinder

What up y'all, it me (aka Matt the Art Director).

Jerome, our respectable editor is fighting off a pretty gnarly case of writer's block and is having difficulty writing our From The Editor this month, so I thought I'd show some initiative and hook him up. Usually I am the cause of his problems, but this time, I vow to be the solution!

So with that out of the way, I am pleased to present you with our December issue of GTM. Normally we'd address that December is full of holidays and that that's cool and we all love that. And that's true! But! I think it's more important to mention that I turn 40 on December 1st, meaning that I haven't grown out of acting like this yet which probably means it's permanent.

Now I'd like to continue talking about me, but chances are you didn't pick this up to hear some weird middle aged man pretend he's still relevant. So let's talk about all the dope stuff in this issue.

You probably noticed how good the cover looked this issue, thanks to our good friends at Renegade Game Studios and their new *Spell Smashers*. This bad boy looks metal as hell, with great game design by Christopher Chung of *Lanterns: The Harvest Festival* fame and killer art by The Mico.

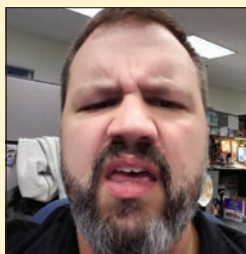
We also check in with Children of the Empire, Fantasy Flight's latest expansion for *Legend of the Five Ring TCG*. Now, if visiting the moral foundation that Rokugan was founded on doesn't scratch your itch for breaking the rules I suggest you check out our Feature on Alderac Entertainment Group's *Scorpius Freighter* and see if you can't smuggle your way to fame and fortune.

We also have a ton of exclusives in this issue. Cheapass Games' is hooking us up with another *Pairs* game with *The Feast* (they're too good to us). Plus we have Sample Pages from Alligator Alley's *Esper Genesis* and *Dungeons & Dragons RPG: Creature Codex Hardcover* from Kobold Press.

And that's just the start of it! Seriously go back to the Table of Contents. We're stuffed to the gills with content. You might be thinking I'm sending you back to the TOC because I'm running out of room to list what else is in this issue. And you're right. Enjoy this issue (or else).

Love,

Matt Barham



Look! An Old Doing A Selfie.

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ROBOTECH ACE PILOT



Robotech: Ace Pilot is a competitive game for 2-4 players in which you are hurled into the incoming Zentraedi attack wave and attempt to come out on top as the best RDF pilot. Use your available resources and push your luck to rack up the high score. This involves taking chances to cut off your rivals from victory. With an insightful battle plan and some luck, you will forever be known as the Ace Pilot.

SKU: JPG561
MSRP: \$24.95



SKU: JPG562
MSRP: \$79.95

ROBOTECH ATTACK ON THE SDF-1

Robotech: Attack on the SDF-1 is a co-op game for 1-5 players in which you are playing the heroic characters of the venerable SDF-1. As a Hero, you will be forced to do battle, repair damage and manage your resources.



SME

www.JapanimeGames.com
www.StrangeMachineGames.com

Japanese
GAMES

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



Designer Diaries: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

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SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #203
GTM contains articles on tabletop, previews and reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.
GTM #203 \$3.99

ALC STUDIO



FIRETEAM ZERO: EUROPE CYCLE EXPANSION
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Hour", and "The Last Boon").
AUC #T202 \$19.99

KEY

There are symbols and terms found throughout Game Trade Magazine. They mean the following:

Offered Again (O/A)
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

PI
Your store will set the price for all items labeled "PI". Check with your retailer.

GAMES

INFLATABLE WW2

Scheduled to ship in November 2016.

17POR SHELL (USED BY THE SHERMAN/FIREFLY)
AUC #HSH003 \$15.00

75MM AP SHELL (USED BY THE M4 SHERMAN)
AUC #HSH001 \$10.00

89MM SHELL (USED BY THE TIGER 1)
AUC #HSH002 \$15.00

SPOTLIGHT ON



JIM HENSON'S LABYRINTH: THE BOARD GAME
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn her into a goblin? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.
AUC #HLAB001 \$50.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON



MYSTIC VALE: VALE OF MAGIC EXPANSION
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Vale of Uld. The druidic clan are now harnessing the power of arcane magic to resist the blight and heal the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-playing options and exciting new possibilities for powerful combat!
AEG #SB4 \$29.99



SIEGE
Brims & Brims! As a would be King, you control a castle of brave warriors and noble subjects. In win you must move your forces wisely, defend your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule dissolves. Defend your last and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue, and deduction. Scheduled to ship in December 2016.
AEG #SB4 \$24.99

ASMODEE EDITIONS



AYE DARK OVERLORD! (THE GREEN BOX)
No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box. Whenever an Emperor falls to a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In Aye Dark Overlord, players tell their best excuses to an unforgiving master in the hopes that they won't be blamed for the failed failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's a complete game on its own, but can also be played with The Red Box or the original Fantasy Flight Games version of the game for even more content! Scheduled to ship in December 2016.
AEM #D11 \$24.95



AYE DARK OVERLORD! (THE RED BOX)
Aye Dark Overlord! The Red Box is the classic version of the storytelling party game where Servants give their best excuses to oppose their evil master - last they suffer the wrath of their Dark Overlord! Best cards give the players a framework for their story, but it's up to their wits to avoid the Withering looks of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016.
AEM #D10 \$24.95

ATLAS GAMES

OFFERED AGAIN

O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)

It's set in a remote and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and evading madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landing on a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity or be forever lost in R'lyeh!
ATG #1370 \$14.95

AVALANCHE PRESS



KOREAN WAR COUNTER ATTACK
Driven back into the Pusan Peninsula, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, head-to-head forces ranging northward and other units landing by sea at Incheon, the United Nations rapidly turned the victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Avalanche Grenadier series based on these famous battles. Scheduled to ship in January 2017.
APL #0329 \$39.99

BATTLEFIELD PRESS



D6 EDITION: NINJA HIGH SCHOOL: THE ANIME AND MANGA RPG
Celebrating 30 Years of Nihon's Manga Craze! Jeremy Fahey's just your average high school kid living in Omeiga, your not-so-average small town. Then, two lovely young ladies enter his life. Adorable "kawaii" anime-style, but to a ninja clan, and Princess Annel of Salamis. Both are silent on marrying him for their own benefit. Can Jeremy survive their affections and weaponry long enough to take their love away from them? Illustrated by Ben Dunn and powered by the D6 System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of Nihon, complete with rules on how to build your own character, along with an different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy, Ninja, and Magus. Scheduled to ship in December 2016.
BPP #N45 \$39.95

BATTLEFRONT MINIATURES

DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

FIRE GIANT
GFF #T053 \$40.00



FROST GIANT
GFF #T054 \$40.00



STORM GIANT ROYAL GUARD
GFF #T052 \$50.00

BELLWETHER GAMES



DROP SITE
Recipient of the Premio Archimede 2010 Carlo Azeglio Special Prize for Best Card Game, Drop Site is about coordinating humanitarian aid shipments. As paratroopers of aid drop quickly to matching targets on the ground, will your opponents cause your pockets to be left? Scheduled to ship in November 2016.
BWP #BWR011 \$10.00

BRAIN GAMES



GAME OF TRAINS
Be the first to get your trainees into the ascending, sequential order in Game of Trains! Scheduled to ship in August 2016.
BGP #175 \$12.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

Spell Smashers

SPELL WORDS!



SMASH MONSTERS!



SPELL SMASHERS

RGS 00831 \$45.00 | Available November 2018!

Some wizards, witches, and other magical beings combine mysterious elements and rare ingredients to create dangerous concoctions. But why is it always newt eyes and wolfsbane being thrown into the pot? In *Spell Smashers*, you're a slightly different kind of magic-wielding adventurer. Instead of tossing together strange components you found in your grandmother's cupboard, you'll use the power of words to venture through the dungeon in search of monsters, glory, and beer! After all, the pen is mightier than the sword!

You and a few other competing explorers have decided to leave the comfort of your bustling town to venture into the depths of the unknown. By harnessing the power of your vocabulary, you will battle monsters, collect loot, and flaunt your trophies when you return to town to prepare for the next expedition.

A successful hunt will depend both on your ability to combine your available letters into words and your aptitude for managing the resources you have. Monsters have various abilities, weaknesses, and armor against different types of letters, so you'll need to carefully choose which letters to use. Each letter has the power of either earth, fire, or water supporting it. Depending on the monsters you encounter, you will want to create different words to take advantage of letters that will deal extra damage based on their damage type and the monster's traits. For example, a *Rash Minotaur* has a weakness to fire, so you may want to choose a shorter word that uses letters with

the fire damage type instead of a longer word using only earth and water letters. When you deal damage to a monster, you gain precious coins. You'll be able to use these to buy useful gear, potions, or other items in town later. When you defeat a monster, you collect that monster as a trophy and gain a new letter to use later on! Each monster you slay will help you spell bigger and more damaging words as you progress through the game. But beware — as you battle these dangerous creatures, you receive wounds, which are difficult letter combinations that could ruin your day. They

may be more difficult to use, clog up your hand, and count against you at the end of the game.





Between battles, you will visit the local town and spend your hard-earned loot to outfit yourself with powerful gear, take on new quests, buy devious potions, or grab an ale at the tavern as you boast about your battle scars.



If all this talk of spelling has you worried, let me reassure you. This is no typical spelling game. If you have a knack for organizing a jumble of letters into a meaningful and large words, you will deal more damage to the ferocious beasts in your path. However, you can easily lose the trophy to a sneaky rogue player that swoops in for the kill after you soften up the target. Whoever concocts the largest word will battle first, but most of the monsters have 15-20 health. Delivering that much damage in one swing is unlikely, so you'll want to be a bit more strategic when choosing your words.

More damage can help you gain more coins which you can use in town to buy potions from the alchemist to change the letters in your hand, deal a different flavor of damage with one of your cards, or discard unwanted cards. You can also use your hard-earned cash to shop for armor and weapons to help you fight future battles or go straight for victory points by purchasing beer and quests. Spending your actions and money in town wisely can easily mean the difference between a fair fight and an epic defeat. You'll need more than a dictionary to succeed in this game!

Set your sights on fame and glory as you smash monsters with your spelling skills and rid the world of evil!

SOLO MODE!

Think you can save the town from an onslaught of nefarious brutes all on your own? The other more squeamish "heroes" have fled the village and it's up to you to defeat waves of monstrosities while they systematically try to destroy the buildings and make way for The Boss! Surviving this final battle will be unlike any challenge you've faced. It will require ingenuity, careful resource management, and a keen sense of spelling to defeat this bully. Can you survive?



Designer: Christopher Chung

Known For Designing:

Lanterns: The Harvest Festival

About Christopher:

He lives in Canada and is part of the infamous Toronto design community. He has no time for spelling due to all his time spent working at two different game cafes!

Insider tip:

"The path to victory is flowing with beer."

Artist: The Mico

(Mihajlo Dimitrievski)

Known For His Art In:

Raiders of the North Sea

About The Mico:

Hailing from Bitola, Macedonia, he has worked on many different games in the board game industry including *The North Sea Series* and the upcoming *Architects of the West Kingdom*. He also collects toys, comic and everything cool. He's currently working from his kitchen table as he renovates his studio!

Favorite Monster:

Shapeshifter – because he loves shapeshifting multi-eyed multi-toothed monsters.

Self portrait:



Strength 1
Mana 1
Agility 0

Legend of the Five Rings

THE CARD GAME

Children of the Empire EXPANSION

Legend of the Five Rings: The Children of the Empire Expansion
L5C16 | \$39.95 | Available 1st Quarter 2019

Legend of the Five Rings: The Card Game enters a new era with *Children of the Empire*, the first Premium Expansion!

Premium Expansions are a new tier of product for *Legend of the Five Rings: The Card Game*, featuring 234 cards—with a full playset of each card! Unlike Clan Packs which focus on a specific clan, Premium Expansions offers a wealth of new cards for every clan while injecting new mechanics and playstyles into the competitive Living Card Game® of honor and steel.

Children of the Empire celebrates the legacy of the Hantei Dynasty and the very moral foundation Rokugan was founded on. Every clan receives new cards focusing on honor, dueling, and the biggest moments in the *Legend of the Five Rings* story!

With as many cards as the *Legend of the Five Rings: The Card Game Core Set*, *Children of the Empire* is sure to shake up the game, and is a natural purchase for veterans and newcomers alike!

Maintaining Your Composure

For any samurai, maintaining their composure is of the utmost importance. To many, a victory is not a victory unless you achieve it in a manner befitting a samurai. As such, *Children of the Empire* introduces a new mechanic known as composure. Doing nothing on its own, a player has composure while their honor bid is lower than an opponent's... and characters with a composure ability can only use those abilities while the controlling player has composure. While players may be giving up cards to maintain composure, these abilities can be well worth it.

Composure abilities can range from a stat boost, to extra fate, to protection from opponents. These abilities are also extremely potent, and keeping your composure can lead a player to a most honorable victory, while offering interesting decisions during the draw phase.

Noble Challengers

Whether it's with katanas on the battlefield or the sharpened steel of words in court, duels represent the pinnacle of one-on-one competition in Rokugan. *Children of the Empire* places an emphasis on duels, and starts by offering at least one new **Duelist** for every clan! This includes an array of challenger characters that can initiate duels to gain some kind of advantage over their opponent. The winner of these duels may receive new conflict cards, fate, and more.

Children of the Empire also offers new tools to assist players in your duels. Look for attachments that can manipulate





the results of duels, giving players the edge in conflicts and allowing them to overwhelm their opponent with extraordinary skill.

Specters of the Past

Children of the Empire ultimately represents a snapshot in time of the *Legend of the Five Rings* story. Rokugan is rapidly changing, but this Premium Expansion is a celebration of all that has come before.

Players will find plenty of cards in this pack that represent some of the story's biggest moments. From the Kiku Matsuri celebration that decided the fate of the Unicorn's Meishōdō magic to the smuggling deal between the Crab and the Mantis, from Matsu Tsuko's decision to free Doji Kuwanan to the disappearance of Void Elemental Master Isawa Ujina, Rokugan's recent history is represented over seven different cards, each providing thematic and potent effects.



The Son of Heaven

But Rokugan is not solely set in the past. Changes have come to the Emerald Empire, many of which can be found in *Children of the Empire*. Akodo Toturi began his journey by becoming the Lion Clan Champion, but fate had other plans in store for the brilliant tactician. Winning the Emerald Championship, Toturi found himself as the Emperor's top Magistrate, the Emerald Champion. *Children of the Empire* introduces this version of Toturi to *Legend of the Five Rings: The Card Game*. A neutral, **Imperial** character, Toturi is a far cry from his *Core Set* counterpart, and has the ability to prevent you or your opponent from playing cards during a conflict, representing his new position of authority.

But Akodo Toturi is just one of many neutral cards introduced in *Children of the Empire*, all representing the glory of Hantei XXXVIII. Look for new **Courtiers**, **Magistrates**, and the Son of Heaven himself join the conflicts to come in *Children of the Empire*!

A New Dawn

Children of the Empire is a bold new step for *Legend of the Five Rings: The Card Game*. With 234 new cards, this Premium Expansion is the perfect next step in your *Legend of the Five Rings* journey. For new players, the influx of cards for every clan is an ideal way to expand your collection. Meanwhile, the new mechanics and themes are exciting for any veteran. Dive into the future and past of Rokugan with *Children of the Empire*, available in the first quarter of 2019!



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CHIYO'S SECRET

WIZKIDS

CHIYO'S SECRET

WZK 73458 \$24.99 | Available February 2019!

A forbidden love between a geisha and samurai-turned-Ronin kept quiet for 20 years. A child born and raised in the shadows now grown to a man, a master of the underworld. A spurned, powerful lord learns the truth, and sends the lovers into hiding deep in the city, their son now their only ally. The Shogun, on the road, pressing towards the Daimyo's city to deliver justice. The fate of this story is in the player's hands.

Chiyo's Secret is a hidden role deduction game that does not use votes or accusations. The player will never reveal their secret agenda. This narrative-driven experience puts a player into the role of nobility in the Daimyo's city, where everyone is a presumed ally of the Daimyo though a hidden secret may lead a player in a much different direction. Brimming with intrigue and drama, one must hone the ability to learn the other player's agendas through the deduction of information and events as they unfold.

Throughout the game, all roles are hidden except the role of Motonaka, the fugitives' son and head of the city's underworld. At the beginning of the game, the player who receives the Motonaka role card immediately reveals it — this player will know all of the game's hidden information, and players will ask them yes or no questions in order to deduce the locations and identities of the fugitives. But beware — Motonaka is permitted to lie once during the game and can use this ability to foil players' plans and bring himself closer to rescuing his parents.

The other players must keep their allegiances hidden, acting as the Daimyo's allies as they attempt to complete their win conditions, which mostly involve gathering the right combination of characters in the right location on the board. There are three types of hidden roles in the game: the Daimyo's Allies, who win as a team if the fugitives are caught by the Daimyo at the

end of the game, the Betrayer, whose goal is to unseat the Daimyo and seize power by presenting the fugitives and the Daimyo to the Shogun, and the Usurpers, who strive to see the Daimyo and the Ronin assassinated. Motonaka has his own goals as well — he wants the Shogun, who is making his



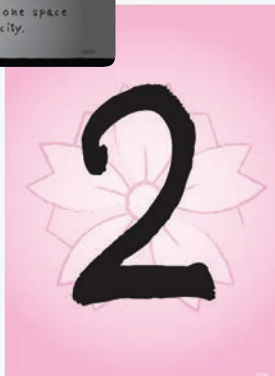
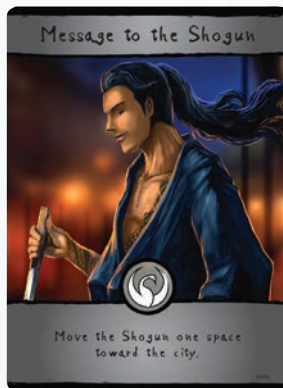
way to the city and acts as a timer for the game, to arrive before any other player wins.

Chiyo's Secret delivers an atmospheric experience rooted in the tension of deception. Players must weave their way through a world of feudal intrigue in order to deduce the roles of the other players and find and reveal the fugitives in the city, all while relying on a potentially unreliable guide to lead them to success. The interactions between the Nobles and

Motonaka are key to driving the story forward, but also create a challenging, strategic experience.

Will the Geisha and Ronin escape? Perhaps the Daimyo will find the fugitives? Maybe the Daimyo or Ronin will get assassinated? Or will someone will betray the Daimyo to the Shogun? So many stories, so many endings, so many possibilities. Play them all in *Chiyo's Secret*, available at your friendly local game store February 2019.

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Rick and Morty

THE RICKS MUST BE CRAZY

MULTIVERSE GAME



2-4



17+

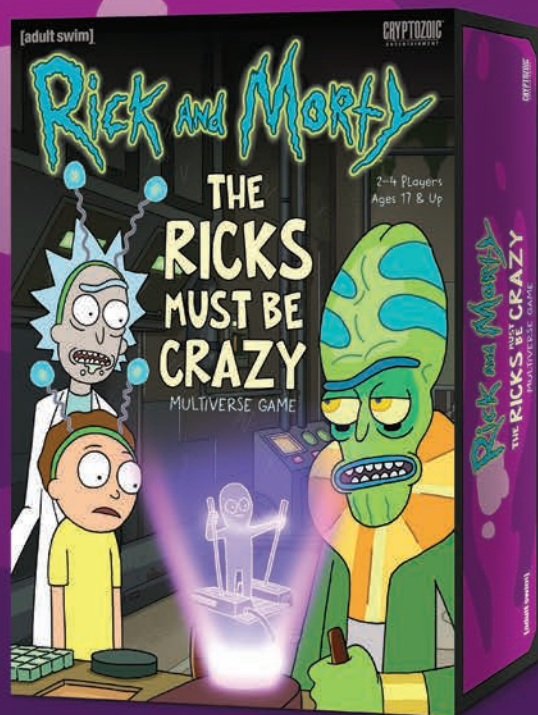


30-45 min

MSRP: \$20

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Rick and Morty

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1-2



17+



30 min

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[adult swim]

Seth Jaffee Crusaders Thy Will Be Done



CRUSADERS: THY WILL BE DONE

TTT 1022..... \$59.95 | Available Q4 2018!

In the year 1119 AD, the Crusading Orders were formed to protect the thousands of pilgrims who were travelling to Jerusalem. The knights were closely tied to the Crusades, and they were considered to be some of most highly skilled fighting units of that time. The orders grew in wealth and power for almost 200 years until King Phillip IV of France had them persecuted and arrested for reasons that are discussed by historians to this day.

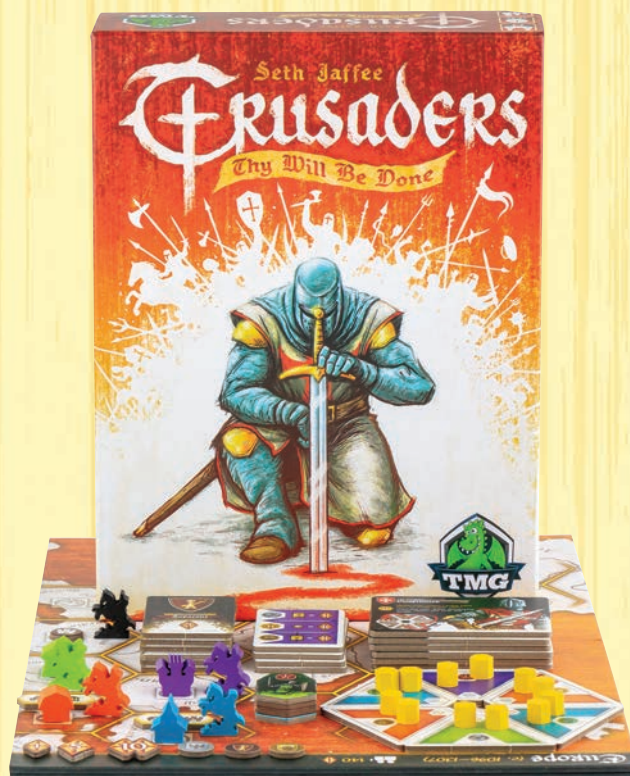
Crusaders: Thy Will Be Done, a brand-new game from designer Seth Jaffee (*Eminent Domain*, *Terra Prime*), will put players in the role as the leader of a Crusading Order. Using an innovative Mancala/Rondel mechanism, they will move their knights through Europe and the Middle East. They will battle with enemies, construct buildings, and train troops - all the while trying to be the order that has gained the most influence before the game comes to a close.

Jaffee had a strange inspiration for this design. Here it is in his own words:



"Awhile back, I heard about a brand new boardgame coming out that was going to combine a mancala mechanism with a rondel. I thought that idea was brilliant and made some assumptions on how that must work. My guess was that on your turn you would choose an action to do, resolve that action based on the number of action tokens in that space on the rondel (the more, the better), then distribute those tokens around the rondel a-la Mancala. This sounded fantastic, as each action would sort of grow in power until you take it, then it would revert back to zero, and you'd have to build it back up before taking it again. I was really excited about this idea, but to my surprise, I found out that I'd guessed wrong! So, in a weird bit of serendipity, my incorrect guess at the mechanism ended up giving me an idea that would make for an entirely different mechanical experience, one I thought was well worth pursuing. Looking at how *Crusaders* turned out, I think I can safely say I was right."

Each players Crusading Order will have have a player board that will have its own personal Rondel, along with a specific player power that is unique to that order alone. The Rondel has six tiles on it that have five different actions: Build, Crusade, Influence, Muster, and Travel. Players will use a Mancala action on their turn to collect



and place tokens which will activate a chosen action in varying degrees of power depending on the number of tokens that were on the tile activated.

The game board depicts Europe and the players will begin in a small starting area on the western part of the map. As their knights Travel the lands, they will have the opportunity to claim locations by taking the Build action to place different structures such as churches, castles, and banks. (Interesting side note: the Templars and Hospitallers, two famous crusading orders of knights acted as King Henry II bankers in and around the 12th century.)



With each building constructed, each players order will "level up" the five main actions, giving the player more power at their disposal as well as increased versatility when it comes to their turn.



Some locations on the board will be inhabited by an enemy counter that must be defeated before a building can be constructed. To defeat the enemy (and claim the counter for an end game scoring bonus) the players will need to Crusade in the location as long as they have a strong enough force created by using the Muster action in preceding turns.

as silk, incredibly fast paced, and just a blast to play". Robert Geistlinger, a reviewer from the Dice Tower Network enjoyed it, calling it "simple to teach, offering a plethora of choices to players without it being overwhelming."



Depending on the number of players, there is a set amount of Victory Point tokens that can be collected over the course of the game. Once all of these have been claimed, the end game is triggered. The final victor will be determined by whoever has the most points.

Crusaders: Thy Will Be Done has been favorably reviewed by Richard Ham (Rahdo Runs Through Reviews) calling it "...smooth

People excited to try their hand at controlling an order of knights can expect to see *Crusaders: Thy Will Be Done* at their favorite retailer towards the end of 2018!

...

Lance Myxter is the Official Viking Pillager of Tasty Minstrel Games and has reviewed over 1000 games as his alter ego, the Undead Viking.

ESPER GENESIS: CORE MANUAL

AAE 3100 \$49.95 | Available Now!

Science-fiction is one of the few genres that can truly expand your mind in an infinite number of directions, stretching the imagination beyond one's expectations. In designing *Esper Genesis*, it was my goal to take a broad collection of concepts and turn those into a strength for the game, rather than a limitation.

Using well-known, fast, and fluid mechanics, we are able to focus on creating amazing adventures in an ever-expanding universe of infinite possibilities. Exotic personalities, alien cultures, and galactic lore are woven into the setting's rich history. With a universe that is immersive from beginning to end, every player can build their own sci-fi legend and make their mark within the galaxy.

THE NEED FOR A SOLID FOUNDATION

Although I had a good idea of what the game's mechanics would be like, an enduring setting must start with a great set of roots. While designing the galaxy, I pulled inspiration from my favorite stories and ideas that had influenced me since childhood – the *Star Wars* movies, the *Ghost in the Shell* manga/anime, video games such as *Phantasy Star* and *Mass Effect*, the *Firefly* and *Babylon 5* TV shows, and a multitude of novels from greats like Asimov, Wells, and Heinlein. And that is just the short list.

"Heroic Sci-Fi Roleplaying" is the heart of what makes the game and setting stand out. Not only can each character be a galactic hero capable of reshaping the very fabric of reality, they are also a member of a distinct alien species and society. The artificially constructed ashenforged, the empyrean eldori, the ever-nomadic kesh, and the incorporeal belare each have their own deep histories and cultures that forge a character's identity as much as their interaction with the rest of the galaxy.

Incorporating all of this with the *5E* ruleset makes character creation a fun and easy process that can be as enjoyable as playing the game itself, while simultaneously creating an engaging story.

Compatibility Equals Versatility

As an avid *D&D* gamer since childhood, I couldn't have been happier when the *5th Edition* was released. Reading through it brought back vivid memories of fast-paced action driven by the imagination, making the decision to use the *5E* rules for my game an easy one. I did not, however, want to follow the route of many other



d20 adaptations, which tended to deconstruct the system to make it fit around a new set of rules.

With the intent of keeping the simplicity that makes *5E* so enjoyable, sci-fi concepts for advanced tech, starships, aliens, and space science are integrated directly into the rules system, changing as little of the core as possible. This allows for an almost universal compatibility. Although *EG* is a standalone game, it

has a plug-and-play aspect to it when it comes to *5E*. Even though it has its own setting, complete with a sleek high-tech sci-fi feel, it makes ample room for sci-horror, sword and blaster, sci-fantasy, and cyberpunk-style adventures.

INTO THE STARS

In addition to rules for burst fire weapons, futuristic gear, and zero-G exploration, *Esper Genesis* has a fully integrated starship travel and combat system which utilizes the same structure and runs simultaneously with standard ground combat. Fighting off a boarding party in the middle of a space battle? Need to stall a squad of fighters while your ground team is rigging a nearby station? These situations and more can be implemented seamlessly into the same combat round.

A starship begins with an initial stat block of its own, then also takes on the characteristics of its crew, which each have their assigned roles and maneuvers. Add in some modifications and a ship can become almost a character in itself.

WHAT'S IN A UNIVERSE?

Much like standard *5E* has a core fantasy setting, so does *Esper Genesis*. The galaxy's primary energy source is harvested from ancient machines known as Crucibles. This same energy grants a select few abilities such as gravity and light control, energy manipulation, and psionic powers. These beings are known throughout the galaxy as Espers, destined to decide the fates of worlds.

While the setting establishes a number of developed worlds and cultures, I took a different point of view in building a sci-fi universe. Because I was not bound by the laws of a single world and had an infinite number of stars to explore, calling the setting vast would be an understatement. This gives all players and GMs, the ability to take their stories anywhere, and build a sci-fi universe of their own design.

...





ELDORI

"Some say the Nesieve ascent was born on the cusp of the next phase of evolution. They might have even achieved the material state of the before at the height of their potential. Maybe what happened to them, the fracturing of their species, was inevitable. Like the before, they could have been so powerful that the universe needed to give them a lesson in humility. If that was the case, the Eldori have certainly learned that lesson better than the rest of us."

—Gento Mosh, kesh explorer

One of the oldest of the major races, the Eldori are a people whose wisdom and stability are a product of many years of experience and growth. Self-proclaimed guardians of life in the universe, they are often viewed as pompous but well respected nonetheless.

DAWN OF THE SECOND AGE

Of all the races of the Sorium Accord, there have been few more affected by the mystery of the Crucibles than the Nesieve. The Eldori are one part of the Nesieve race, divided after their first encounter with one of the mysterious Crucibles.

Nearly a millennium ago, their native planet, Eldor, was blessed with two moons that graced their night skies for as long as their own legends carry. Once they were able to successfully travel beyond their atmosphere, they discovered that one of these glowing moons was, in fact, a dormant Crucible. When the fledgling spacefarers activated the artifact, an energy surge was unleashed, engulfing Eldor and its sister moon. This event forever changed the destiny of all Nesieve.

THE AWAKENED PLANET

The transformation of Eldor was so abrupt and drastic as to be cataclysmic. The landscape erupted into pockets of elemental chaos. Much of the native flora and fauna died out, while some evolved or were replaced by new ones. Even more confusing were the Nesieve themselves, exhibiting dangerous and uncontrollable abilities far beyond their comprehension. At first, it seemed as if the pandemonium would spell doom for Eldor.

Then, mysteriously, much of the chaos subsided. The Nesieve began to adapt and control their newfound abilities, in addition to becoming more attuned to the nature of their world. This metaphysical connection to the ebb and flow of creation became the greatest of gifts from what was originally viewed as the end of their world. With this newfound understanding of their attainment, there also came a renewed hope. Newly evolved as a people, they later came to call themselves "Eldori," in honor of their reborn homeworld.

THE GREAT WHEEL

The Eldori today carry a very spiritual point of view. They believe the creative and destructive power of the Crucibles lie in another state of existence, spinning in an eternal balance they call "The Great Wheel." Attunement to Sorium allows the Eldori to speak the language of the Wheel and call upon its power. This bonding method became the foundation for the way Sorium is forged and used today.

FORCES OF NATURE

Eldori look much different today than they did before their awakening. They are humanoid, sharing similar traits with other bipedals. Their skin is mostly smooth with very slight ridges only noticeable by touch, having a texture similar to a soft plant. They range in color from bluish gray to deep blues to blue-green hues. Their hair is commonly silky in texture with colors tending toward bright white, silver, and gray. Their eye color varies from blues and greens to browns, with amber and red not uncommon.

Though they are all minor espers to some extent, there are rare cases when an Eldori attains full Esper Genesis (in game terms, a character who is 1st level or higher in any character class). This is usually accompanied by the Eldori's hair turning black. The Eldori believe this change represents the esper's ability to walk the shadow between their world and the realm of the Great Wheel.

ELDORI NAMES

Upon birth, eldori children emanate a faint glow, signifying their connection to an aspect of life and nature. Each child is given a name that symbolizes that aspect of nature. Whether this "glow" is truly evidence of such a connection or merely a byproduct of genetics has been a subject of scientific discussion for centuries. However, it has not stopped the Eldori from continuing the practice.

Eldori usually take on the surname of their family, though there are some that adopt the name of a famous ancestor.



10. STARSHIPS AND SPACE TRAVEL

BLASTING OFF INTO THE STARS, HOPPING BETWEEN GALAXIES, and braving the exotic dangers of the infinite expanse, all of these are examples of heroic adventures aboard a starship, and are a fundamental part of any sci-fi universe. A band of travelers on a journey through the vast reaches of space have access to an infinite realm of possibilities and mysteries beyond imagination.

Vehicles are fairly commonplace in the Silrayne Arc, ranging from hoverbikes to capital starships. Anyone can operate most planetary vehicles and a handful of people are truly skilled at handling them in the midst of the crisis. Spacecraft, however, are a bit more complex, requiring specialized training in order to control and pilot one without disastrous consequences.

GALACTIC SPACE TRAVEL

Traversing from planet to planet in short spans of time has allowed each of the systems within the Silrayne Arc to become involved in exploration, galactic trade, and extraordinary societal advancements. Much of what space travel today is centered on the mysterious power generated by the Crucibles.

THE CRUCIBLES

Scattered across a multitude of star systems, the Crucibles are remnants of an age that predates any in known history. Often the size of small moons, no Crucible is identical to another, but they do share similarities. Each one is generally spherical. Their surfaces are most often metallic in appearance but feel organic in texture.



The Grizzled

Armistice edition

CMON The Bonds of War



THE GRIZZLED: ARMISTICE EDITION

COL GRZ003 \$49.99 | Available November 2018!

In the summer of 1914, a small French village is awoken to terrible news. Nailed to a post in the town square is a General Mobilization notice. France is going to war, and the able-bodied townsfolk will be headed to the trenches. Nothing could prepare them for the horrors that await them. But through support, trust, and friendship, they just might live to see the end of the war.

When *The Grizzled* was released in 2015, it was critically acclaimed for its theme, art, and difficulty. It is a game set within the violent confines of war, however players never fire a shot, and they never attack an enemy. The only goal is the collective survival of the group. It's been 100 years since the Armistice that ended the First World War. In commemoration of the anniversary, CMON is releasing *The Grizzled: Armistice Edition*.



The *Armistice Edition* contains the full base game of *The Grizzled* as well as the *At Your Orders* expansion, and extras that completely change the experience. The first things players will notice are the highly detailed, pre-painted miniatures representing the Grizzled soldiers, based on the original illustrations by Tignous. These figures add a visual component to the game, and will make it clearer which players are still fighting in the trenches on a given Mission while others have withdrawn.

The updates in the *Armistice Edition* are not just cosmetic. There are many different elements that will completely change the gameplay experience. The Grizzled now have the option of taking part in a nine-part campaign which spans from the start of the war in 1914 to the Armistice that was signed in 1918. Players encounter major events of the First World War, and each Chapter introduces new rules that affect how they approach the game. Unlike the original *The Grizzled*, where each game was a singular experience, the campaign in *Armistice* will introduce elements that will carry forward from one Chapter to the next. When playing a Chapter for the first time, players must read the briefing and integrate any new cards called for.

When a Chapter comes to an end, players receive rewards based on their results. Helping Hand cards will give the player who holds it an advantage. If players gain a Helping Hand, they may select the card they want to add to their arsenal, as well as which player gets it. They can be kept between Chapters and used when the squad needs some assistance. Action and Event Helping Hands are single-use, so players must decide when to use them, but Friendship Helping Hands remain in play for subsequent Chapters.



Players may also possibly Ban cards at the end of a Chapter. If they lose a Chapter, they can select one Trial card from those remaining in their hands and remove it from the game. They will no longer have to face that particular card, but it will count against them at the end of the campaign.

To exercise their control over the troops in the *Armistice Edition*, High Command is introducing The Order of the Day. In certain Chapters, an Order of the Day deck is created and a card will be added to No Man's Land

each Mission. These cards have a difficulty level, an advantage or restriction, and a minimum intensity level for the Mission.

During the war, the Grizzled have become hardened veterans. High Command needs them to train new soldiers for the front. Recruits appear at the start of a Chapter and function as another soldier in the trenches. However, they're not always up to snuff. The Grizzled are going to have to look out for them through their training. If the players manage to get rid of the Recruit's cards, their training is over. They leave to fight elsewhere and the Grizzled gain an advantage. However, while a Recruit is in play, the game can't be won. Hopefully they learn quick.



The Great War ended 100 years ago, but the stories live on. The *Armistice Edition* for *The Grizzled*, gives players a brand new way to work as a team and support each other through one of the most significant moments in human history.

The Grizzled: Armistice Edition will be available in your FLGS on November 23.

Sean Jacquemain is the Marketing Coordinator for CMON and Managing Editor and photographer of *The Daily Worker* Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.



STARTROPOLIS

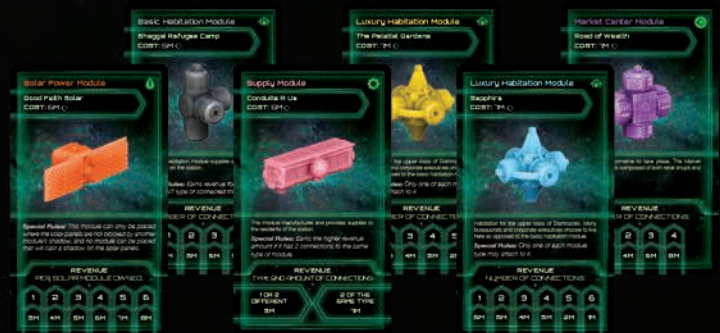


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The Fluyt

By Meagan Herrin

One of the largest ships in the fleet *Firelock Games* has created is the Dutch-designed fluyt. She is among the most useful of all three-mast ship-rigged vessels and has a place in nearly every seafarer's agenda—whether she is a prize for a band of pirates or a treasured asset to a naval fleet up to you.

A Lady of Varied Talents

As befits a ship with such a multitude of uses, the fluyt has a sturdy construction which features a flat bottom and wide belly. She possesses a long keel relative to the beam and is round-sterned with a significant tumblehome which makes her difficult to board. Once can be assured that whatever secrets or treasures this lady holds, she'll guard them well. Her design is meant not only to be inaccessible to an enemy ship, but also to make her easy for a relatively small merchant crew to operate.

This ship is known to have a poor reputation as a "seeker"—that is, a plunder-hunter among navies, privateers, and pirates—which one might think of as a deterrent. Despite those unsavory (but not altogether untrue) rumors, she is employed by all merchant fleets and is often used by navies for transporting stores and as a hospital ship.

She is a widely known asset throughout Europe and the Caribbean and, as such, is called by many nicknames. Smaller fluyts under one hundred tons are often referred to as filibots by the French and urquetas (small urcas) by the Spanish. Buccaneers are happy to steal smaller fluyts for their own devices, stealing them from the Dutch and Spanish on occasion. In fact, one of the only known instances of buccaneers flying the skull and crossbones in this era comes from a French buccaneer crew aboard a stolen fluyt. In their case, it was the fearsome red flag of no quarter.

As previously mentioned, her severe tumblehome makes her a difficult ship to board. And although this is not her primary purpose, this can make her a valuable asset in battle. A Spanish treasure urca from Honduras, the *Gran San Pablo*, defeats three French buccaneer ships seeking to take her down and, as she nears the coast of Spain, also manages to fend off a whole fleet of Barbary corsairs. This justifiably famous vessel is an excellent example of how successfully a well-designed ship can operate under a strong command and capable crew.



BLOOD & PLUNDER: FLUYT SHIP
FGD 0075 PI | Available Now!

15 FLUYT

Top Speed: 4" Windward: 2" Turn: 3" Draft: 6 Size: 3

RIGGING

Rigging Crits

10 Mast Destroyed

7-9 Sheets & Shrouds

1-6 Sails & Spar Damage

0 None

3 3 3 3 3

2 2 2 2 2

1

HULL

Hull Crits

10 Catastrophic

9 Fire

8 Steerage

6-7 Gun

4-5 Leak

2-3 Rigging

0-1 No Effect

4 4 4 4 4

3 3 3 3 3

2 2 2 2 2

1

TRAITS Chasers | Pinked Stern | Easy to Handle | Whipstaff | Poop Deck

● Heavily Built ● Fighting Tops (2)

SAIL SETTING 4" 3" 2" 1" ⚓

THE FINE POINTS OF FAVORS



THE MANSKY CAPER

CLP 135 PI | Available Now!

Heists are meant to be interactive, *paisan!* That's why *The Mansky Caper*, a new press-your-luck game from Calliope Games, puts the emphasis on working together to accomplish a common goal: ransacking the mansion of mob boss Al Mansky while avoiding TNT booby traps in the safes. But interactive don't have to mean cooperative, *capisce?* Because in this game, the player who leaves the ruined mansion with the most loot wins, and teamwork is only useful to a point!

Every... ahem... *Associate* in *The Mansky Caper* has a special ability, which are available to everyone *except* Associates themselves. We all begin the game with a "Call in a Favor" marker that can be used to force the help of someone else.

This single mechanic vastly increases player interactivity in the game, since the only way to earn Favor markers is to offer your help to other players. This is a crucial interaction and can often mean the difference between fistfuls of gems... and an explosive trip back to the Getaway Car! New Associates often miss some of the nuances that may maximize the power of the Favor marker. That's why I'm here, to enlighten you about Favors, so listen up!

THERE ARE TWO SIDES TO EVERY FAVOR

Pulling a Danger-Danger! token from the safe is rough. But **Georgie the Nose** allows the player to roll the Danger-Danger! die an extra time, then choose the result you want. If it is your turn, this can prevent disaster. However, *the person who calls in the Favor decides which result is used.* A player — even one in a different room — can call in the Favor to make sure that the person drawing the token gets what's coming to them!

Lucky Lucy changes a "GASPI!" card to double the loot it provides, while ignoring the text. To the active player, this provides protection from the adverse effects of some cards. However, another player can use this to *prevent* some of the best windfalls in the game.

Looking to score extra loot, perhaps because you're in a room by yourself? Well, **Java Joey** allows a player to draw two tokens and keep both. If you are looking to cause some destruction to players in a room where the safe is getting light, using this ability to force the appearance of Danger-Danger! tokens is a dastardly move!

Dolly Daring turns a Danger-Danger! token into a "GASPI!" card. If you have loot, and someone else just entered your room with the intent to destroy it, this can sometimes be the only way to protect your hard-earned gains. Of course, as I have shown, not all "GASPI!" cards are helpful...

Was a great Loot token just drawn? Have **Sergeant Spike** force someone in the room to return to the Getaway Car, cut them out of their share and sweeten your own take. But don't forget two tricky uses for this ability! First, you can call in a Favor to have Spike order *himself* out of the room. Second, if you find a small treasure, but



have a lot of loot at risk, having Spike order *yourself* back to the car is a great way to avoid the next explosion.

Abraca-Deborah causes the active player to redraw after a Loot token is drawn. This can allow the active player a second chance if low-value loot is drawn. It also allows a different player to cancel a juicy haul found in another room - or cancel a lucky draw in a room

with more bombs than treasure!

Frankie the Fixer lets the active player draw two tokens and put one back. As with Joey, only the active player can activate this power. However, if you enter an occupied room and have far less loot than the others present, nothing is keeping you from *choosing* the Danger-Danger! token.

Nine-Lives Nicky allows for a second-chance pull when a Danger-Danger! token is drawn. However, if a second bomb is drawn, the room *explodes*. If you have a lot to lose, Nicky can help you improve those odds - especially if you call in a Favor *before* someone else asks Georgie or Dolly for help.

ONLY ONE FAVOR PER PLAYER TURN

Remember, if Frankie or Joey are activated at the start of a turn, no other Favors can be used that turn. That means you can keep others from accumulating Favors — but you lose the abilities that can help defuse bombs.



THE HEY BUDDY! RULE

If you are falling behind in the game, a Favor marker may be your only hope of catching up. This is because you can call in a Favor at the Getaway Car to force another player to combine their stashed loot with yours, then split it 50/50. However, you have to have a Favor marker to use this ability - so offering your help when it's not your turn can be the true key to victory.

ENOUGH TALK!

We can sit around planning and scheming forever — but the Getaway Car is warmed up and ready to go. Let's get this Caper started and remember: work together to help yourself... just *don't get blown up!*

The Mansky Caper by Calliope Games is available now.



FEAST for ODIN

The Norwegians Expansion



Sail for New Lands

In the realms of crafting, trade, discovery, and raiding, you have already proven yourself a worthy chieftain. Now it's time to broaden your horizons with new double-sided action boards, ninety-five new goods tiles, and six new special tiles. Worker- and tile-placement game elements blend with a rich Norse theme and even more choices than before to bring further wealth and glory to your tribe of Vikings. Choose your actions carefully to build a mighty hoard and emerge victorious!



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ZM7692 | A Feast for Odin: The Norwegians Expansion | \$39.99

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NIGHTMARIUM AND MONSTERS VS. HEROES:

TWO FUN AND FAST CARD GAMES WITH A HORROR THEME



Ares Games is well known for massive games like *War of the Ring* and, more recently, *Sword & Sorcery*, as well as historical miniature and card combat games *Wings of Glory* and *Sails of Glory*, but its catalog also includes casual games, fast-playing and fun, with strong thematic flavor. This part of the Ares' catalog is now growing thanks to two horror-themed card games, "Monsters vs Heroes" and "Nightmarium".

MONSTERS VS HEROES: VICTORIAN NIGHTMARES

AGS ARCG005 \$14.90 | Available Now!

Monsters vs Heroes is a fun and crazy game where characters from mystery and horror stories duel with cards. Players secretly join one of the factions — Monsters or Heroes — by taking a random faction card at the start of the game. Even if players belong to the same faction, there are no teams — it's a competitive game. The main mechanic is very simple: in each turn, players can only draw a new character card from the deck or play one character card of their hand in their area on the table. Each card represents a character with a special skill that can bring very different effects. As players can only have three cards in hand, often they are pushed into play cards they would prefer to keep in hand.

Factions are secret and smart players can force others to discard valuable cards or get rid of good cards in the belief that they are hurting their opponents. When the last character card is drawn, the game ends. All players reveal their faction cards and count their points, adding up the number of sun and skull icons present on their cards — scoring one point for each icon of his faction, and losing one point for each icon of the other faction. Each faction card also shows two characters, and if a player has one or both in his area, he scores two additional victory points.



The first volume of *Monsters vs Heroes*, "Victorian Nightmares," combines two themed decks: "London after Midnight" and "Sherlock in Hell". The first includes classic horror characters like Dracula or the Werewolf, and 19th century literary heroes, such as Abraham Van Helsing or Arsène Lupin. *Sherlock in Hell* includes characters from the Sherlock Holmes stories as heroes, and different demons as monsters. With one deck, the game is suited for up to 4 players, and lasts about 20 minutes. With two decks, up to 8 players can join in, adding about 10-20 minutes of gameplay.

The second volume of *Monsters vs Heroes*, "Cthulhu Mythos," bringing characters from H.P. Lovecraft's novels, is planned to release in Q1 2019, and will feature two new decks: "The Shadow over Innsmouth" and "At the Mountains of Madness." The new decks can be used separately or in any combination with the decks of the first volume, *Victorian Nightmares*.

NIGHTMARIUM

AGS ARCG006 \$14.90 | Available Q1 2019!



The newest addition to Ares' Card Games line, *Nightmarium* is a simple and fun game, with deep gameplay and an imaginative and unique artwork. Players are scholars at the Dream Research Institute, successor of the Order of Dreamers, dedicated to study the endless expanses of the human dreamscape. After ages of research, their mediums were finally able to explore the last corner of the netherworld: the "Nightmarium," populated by gruesome Night Terrors — fragments of human nightmares. They mastered the art of subduing Night Terrors and weaving phantasmagorical Creatures out of them.

Hostile and unstable, these Creatures often escape the dreamers' control — only to attack one another or disintegrate. Yet only with their help can the heart of the Nightmarium be reached: the pulsating Crystal of Panic. The first scholar to assemble five Creatures of their own design around the Crystal will come to know the essence of the Nightmarium and acquire power over the Terrors themselves.

Players combine cards representing body parts to complete surreal creatures and trigger their spine-chilling powers. Each Night Terror is associated with one of four Legions of Horror: Necronauts, Insektoids, Homunculi, or Chimeridae. A creature can be made up of any Night Terrors, but players are better off weaving Creatures out of cards that all belong to the same legion. A complete creature is made up of three parts: legs, a torso, and a head, and most cards have a special ability that is activated when the player completes the creature.

Nightmarium was originally published in Russia and had its first English edition funded on Kickstarter in 2016. Now, the game is going to hit the hobby market with a new and revised edition by Ares Games, including the expansion "Legions of Horrors," which features a new type of cards that can be played on top of a completed creature to "incarnate" — allowing it to activate some abilities a second time, while becoming immune to all abilities until the end of the game.

Monsters Vs. Heroes is already available in the best hobby stores, while *Nightmarium* will be available in early 2019.





www.renegadegames.com

As a royal architect of the Carolingian Empire, you must impress their King and maintain your noble status. Construct various landmarks throughout his newly appointed domain and remain virtuous, or be found in the company of thieves and black marketeers!

**FROM THE DESIGNER OF
RAIDERS OF THE NORTH SEA
AVAILABLE NOW!**

MSRP: \$50

Ages 12+

1-5 Players

60-80 min



MY KINGDOM FOR A CURVE...



SHOW & TILE

JBG 556401 \$24.95 | Available Now!

My name's Peter — I'm a blue-bearded Australian, and the founder of Jellybean Games. I've designed seven of the eight games we've produced so far.

We have three conditions for publishing a game. Everything we make...

- 1) is simple to teach and play with children
- 2) has enough depth that adults can play it without it ever getting old
- 3) needs to be enjoyable for both children and adults, even when playing against each other.

That last one is the killer. I've played plenty of prototypes which have an 'easy mode' and a 'hard mode', but it's tough to find any that are accessible AND strategic.

So rather than spending hours looking (or deviating from our principles), I design them.

In 2017, at a prototyping convention in New Jersey, I discovered a Pictionary-style game, using tangram tiles instead of pen and paper.

Whenever I wasn't testing my own games, I found myself coming back to play it again. There's a word in Australia that this continent is sadly lacking - "moreish". It's halfway between addictive and delicious - it refers to something that you just want to repeatedly indulge in. Pringles, Tetris, smooching.

They're **moreish**. (Not to be confused with "Moorish". That's a whole other thing.)

The game - designed by Isaac Shalev and Matt Loomis - is one of the most morish games I've ever played. Every time I moved those squares and triangles around, trying to construct something (a tail, or an axe, or a map of Australia) I worked out more tricks, ways to upgrade my tangram skills.

Like *Dixit* or *Concept*, it was more art than game. And it was equally fun regardless of who was playing - neither age nor artistic ability gave one an advantage. Even Michaelangelo would struggle to create a pizza while unable using nothing but straight lines.

(The artist, that is. The ninja turtle might fare better. He has a leg up where pizza is concerned.)

After six months of being unable to get it out of my head, I signed it for Jellybean Games.

Broad playtesting confirmed that I wasn't alone — the game was addictive. Delicious. *Moreish*.

An early part of my design process involves coming up with a name. It's an advantage of being a designer-slash-publisher; I can picture the product before my first playtest. The designers' working title was *Tell-a-gram* (a play on tangram), but they knew the publisher would want to rename it.

We spent months throwing around titles - the frontrunner for a long while was *Artango*, inspired by titles like *Scrabble* or *Qwirkle*. Art as in art, Tan as in tangram. Put it together: "Art and go!"

Isaac and Matt, the designers, hated it. Not unreasonably, in retrospect.

On the flip side, we felt that their top pick — *Shapely* — was too... sexy. This game is a lot of fun, but it's not sexy.

(This is a good thing.)

The deadline to finalize graphic design was coming up, and our top title possibilities were *Artangle*, *Tangent*, and *Pictile*. They were *fine*, but no one was excited by them. (*Pictile* would be a good game about picking things off a reptile. Isaac's wife shuddered when she heard it.)

After endless conversation and debate, we settled on *Artangle*... until a playtester suggested *Show & Tile*.

Sometimes, when an idea is just *perfect*, you know. So the name was decided — *Show & Tile*, the word-guessing, art-making, tangram game for all ages.

When a publisher picks up a game, it lives in their head for more than eighteen months. There's development, art direction, playtesting, funding, printing, proofing, more proofing, printer management, shipping, marketing, months of demoing, and writing articles about it for game magazines.

To pick it up, we have to **love** it. I've played over three hundred games of *Show & Tile* by now, and I'm still not sick of it. The last time I played, I worked out a new way to use the tiny triangles (you hide them under the rhombus, and they can look like tiny teeth — or legs. Pro tip!)

It's endlessly replayable, fun for all ages, art talent won't help you win... and above all, it's *moreish*.

Go on! Just one more game...



You stand across the bloodied mud of the battlefield. Your mortal enemy is just out of range, seething with lethal intent. Only one of you will walk away; only one will be victorious. Choose your weapons, test your mettle, and cross steel with your foe in a duel to the death.

Clash of Steel is a tactical two-player card game of Medieval duels. Gameplay focuses on managing your limited stamina, predicting your opponent's actions, and whittling their defenses down until you can land a final, crushing blow.



CLASH OF STEEL



TACTICAL CARD GAME OF MEDIEVAL DUELS

Each game includes a deck for each player. There are no random elements — the only unknown is which cards your opponent's playing and how much they're willing to spend to gain the upper hand.

Players call it "the best 30-minute-and-under strategic board/card game [we've] ever played" and "An excellent 2 player bluffing game, interesting, with deep but straight forward mechanics."

In stores this November from **Nocturnal Media**.

Clash of Steel NMD6138 / Clash of Steel Retail Kit NMD6139
(includes playmat and free store copy)

PLAYERS



2

AGES

10+

LENGTH



15

MINUTES



NOCTURNAL

www.clashofsteelgame.com

WENCH

FROM THE DESIGNER'S PERSPECTIVE

WENCH!

ELF MYN001 \$15.00 | Available Now!

Wench: The Thinking Drinking Game ("Wench") originated from its strengths, laughter and socialization. It began as deck of clipart, symbolic representations of the rules and penalties. What *Wench* would become in its release form would be much different. Together with the beautiful illustrations from Monte M. Moore, it became something more. *Wench* is a parlor (or party) game, an expression of subculture humor, a game of penalties, a standard deck of cards (and so a base for hybrid games), and a collector's deck for Monte's illustrations.

The game took form amongst a mixed group of single and married men and women aged in their 20's and 30's. It was surprising how much we all still enjoyed a game of its kind, but the desires of that group formed many of the cards that made it through to the current edition. We wanted to become closer to the other players, get to know new people at the party, and make them feel like part of the group. It has been said "if you want to make good games, you have to play lots of games." In that spirit, I did research into party games, going back to the time when they were more commonly called "parlor" games. *Wench* was designed to socialize players, learning each other's names, hobbies, favorite travel destinations, and professions.

Wench takes a snapshot of the subculture in design and in play. The rules and humor are not just built-in, but ready to be transformed by the imagination of the players themselves. From rules that the players make to the laughter and conversation that result from play, every game is different and specific to the group that is playing. At a deeper level, those involved create inside jokes and a subculture all their own — an exclusive group and a feeling of belonging.

The penalties used in a game of *Wench* are up to the players. We like to use a sip of our beverage as a penalty, but some have used a bowl of mini-marshmallows or a snap of a rubber band. The goal of the game is to give away all of your cards and win, so the core penalty is receiving a card from another player (and thus getting further away from victory.) The mechanism of avoiding this punishment



is central to games of its kind, and is often referred to by players as "bust your friends." Almost seeming counter-productive to its appeal, it has instead been one of the more attractive aspects of the game for many of its fans.

For manufacturing at the time, a standard deck of 54 cards was most economical to produce. *Wench* didn't endure, but rather *feature* this element, mostly due to the creativity of the players. After a night of playing *Wench*, some inspired players came back to the booth the next day remarking how a game of *hold-em* had become a hilarious hybrid game of poker and *Wench*, following the rules on the cards as they played. The standard form of the components had yielded a certain versatility and so added more value for the customer.

Beyond the social, competitive and humorous, *Wench* was illustrated with PG-13 rated pin-up and what we call "American Anime." Monte M. Moore was well-known for his work in pop culture, with clients such as Lucas Arts, Activision, and *Dungeons & Dragons*. Additionally, his pin-up art has graced the covers of such vixens as *Lady Death*. Fans of Monte's work, some of them avid collectors of his art, were enamored with the opportunity to have a deck of cards by their favorite artist.



Altogether, we're proud of what we have done with *Wench*. As a gift during this holiday season, Monte and I bring you a brisk winter's day and our thanks — the Gratitude *Wench* card. May your season bring you closer to the ones you love!

...

Shaun Cranford is the game designer for Wench. He was educated (and socialized) at the University of Colorado at Boulder. A Fine Arts school inductee, he studied logic, economic theory (sometimes called game theory), and acting. He has a wife and four children in Denver, and a wolf pack of friends across the world.

ALLIANCE GAME DISTRIBUTORS

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CONFLICT OF HEROES: AWAKENING THE BEAR 3RD EDITION

Awakening the Bear! - Russia 1941-42 takes you to the eastern front during Operation Barbarossa, the German invasion of Russia. Many consider this time period to be the birth of modern warfare tactics that continue to be used and perfected by today's modern armies. Scheduled to ship in January 2019.

AYG 5016\$90.00

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In this two player card game, lasting about 50 minutes, you will lead your clan as they lay siege to an enemy fortress, even as you defend your own Keep. Position your War Machines on the Ramparts, marshal your Troops for battle, and choose which of your clans commanders will lead the Assault on the enemy Keep! Scheduled to ship in November 2018.

ALC TRJ02\$25.00

DRAGON SHIELD: PLAYMAT

Scheduled to ship in January 2019.

PLAIN BLACK

ATM 20501\$14.99

PLAIN WHITE

ATM 20500\$14.99

ARCANE TINMEN

DRAGON SHIELD: ART DECK SHELL

Scheduled to ship in October 2018.



ARADO

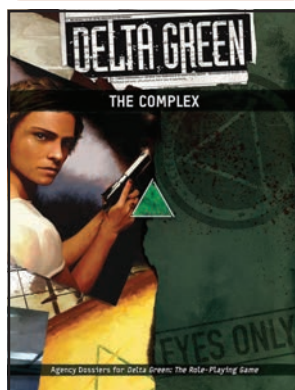
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ATM 31632\$2.99

ARC DREAM PUBLISHING



DELTA GREEN: THE COMPLEX

Cosmic terror infects the U.S. government and the companies that profit from it. Delta Green: The Complex offers 19 new dossiers for federal agencies and important contractors to enhance your https://bandcamp.com/CromLaughs r Delta Green campaign. Each dossier describes the entity's budget, operatives, organizational structure and history, mandate, areas of friction with other agencies, suggested professions for Delta Green agents, and what it's like to work there. Scheduled to ship in December 2018.

APU 8135\$24.99

ARCHONA GAMES



GALACTIC WARLORDS

In Galactic Warlords: Battle for Dominion, you play as one of the Warlords, with purpose to establish your dominion over the contested galactic region that was known as the Preiakka Federation, and score the most points at the end of the game. You will do this by playing your hired Mercenaries represented by cards from your hand in your Command Area. Each of the Mercenaries will come with their own units such as Troops, Tanks and Aircraft and actions such as Deploy, Recon, Assassinate and others. By using these units and actions, you will be able to assert control over the planets in the galaxy and gain Power throughout the game. Scheduled to ship in November 2018.

ARQ 010\$59.00



SMALL STAR EMPIRES

Small Star Empires is a quick area control game for 2-4 players. In this game, players colonize the galaxy using their ships, which they move on a modular board containing hexagonal spaces (systems). The modular board is made up of seven different double-sided sector tiles, which allows for a different map and different experience each time you play the game. During a turn, a player must move one of their ships on the board. They can move the ship only in a straight line, as far away as they want, but they cannot go over systems controlled by other players. Scheduled to ship in November 2018.

ARQ 001 \$35.00



SMALL STAR EMPIRES: DAWN OF DISCOVERIES

After decades of geological tests done on a remote research station deep in Tollaran space, scientists stumbled upon amazing discovery. They found that the rare crystals they were studying have enormous amount of energy, unlike anything they've seen before. The discovery of these crystals led the galaxy to a new era of technological breakthroughs, as it was already going through exciting and turbulent times since the start of the first major intergalactic conflicts. How will you use the possibilities that the powerful crystals have to offer? Scheduled to ship in November 2018.

ARQ 003 \$20.00



SMALL STAR EMPIRES: THE GALACTIC DIVIDE

After decades of colonization, the spacefaring races have finally come to the moment where even their own colonized space is not enough. Tensions are rising as each civilization tries to force its agenda upon the crowded galaxy and fortify its position. When using *Small Star Empires: The Galactic Divide*, at the beginning of the game you choose which civilization to play with and take its corresponding civilization board. Each civilization board has unique abilities that cost certain amounts of power to play, and a track on which you mark the amount of power you have available. Scheduled to ship in November 2018.

ARQ 002 \$20.00

ASMODEE EDITIONS

FEATURED ITEM



BABA YAGA

After slipping through the crooked fingers of Baba Yaga, you manage to escape her house. Then the witch pursues you aboard her flying cauldron! To escape, you need to cast three spells but the ingredients of all three are scattered throughout this strange forest. Scheduled to ship in January 2019.

ASM PB1113 \$24.99

FEATURED ITEM



JUNGLE SPEED: KIDS

In this new *Jungle Speed* version for kids, be the first to catch the totem when two identical cards appear. The goal of the game is to get rid of all the cards as quickly as possible. *Jungle Speed Kids* is a lot of fun. Test your reflex and be very quick.

ASM JSK102 \$14.99

FEATURED ITEM



TREASURE ISLAND

Long John Silver's crew has committed mutiny and has him cornered and tied up! Round after round, they question him about the location of his treasure and explore the island following his indications... Or his misdirections? Who knows... The old sea dog is surely planning an escape, after all, after which he will definitely try to get his treasure back... Scheduled to ship in November 2018.

ASM TRI01 \$59.99

FEATURED ITEM



VISIOO

A game of observation and speed! Challenge the other players in a test of speed and observation: be the first to find 20 items of the same kind on the cards you can see. As the cards pile up on the table, the tension rises. Collect the most cards and win the game! Scheduled to ship in November 2018.

ASM VIS01 \$14.99

DRAGONFIRE™

THE DUNGEONS & DRAGONS DECKBUILDING GAME



HEROES WANTED!

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AVALANCHE PRESS


**GREAT WAR AT SEA:
MEDITERRANEAN -
ULTIMATE EDITION**

In one of the First World Wars best-known naval escapades, the German battle cruiser Goeben eluded her British and French pursuers in August 1914, escaping to Turkey and helping to widen the war into entirely new theaters. That would only be the first of many naval operations on the Mediterranean Sea and the adjoining Adriatic and Black Seas with naval action continuing well after

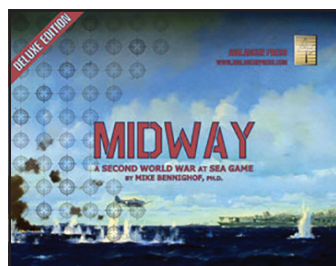
the official end of the war. *Mediterranean - Ultimate Edition* is a completely new edition of our old *Great War at Sea: Mediterranean* game.

APL 0052 \$99.99

**SECOND WORLD WAR AT SEA:
HORN OF AFRICA -
SECOND EDITION**

Thousands of miles from the major theaters of World War II, small British and Italian squadrons struggled to control the entrance to the Red Sea. Cut off from their bases in Europe, the Italian Red Sea Flotilla did its best to close off this vital route leading from India and Australia to the Suez Canal. *Horn of Africa* takes players to this little-known theatre of the Second World War, the battles between the Royal Navy's Red Sea Force and the Regia Marina's Red Sea Flotilla during the East African Campaign of 1940-1941. Scheduled to ship in February 2019.

APL 0613 \$49.99


**SECOND WORLD WAR AT SEA:
MIDWAY - DELUXE EDITION**

In the summer of 1942, the Japanese Combined Fleet sought a decisive battle with the U.S. Pacific Fleet to put the Americans out of action. Admiral Yamamoto chose Midway Island, at the far eastern end of the Hawaiian chain, as a target for which the Americans would fight. The Americans indeed came to fight, sinking all four of Yamamoto's fleet carriers for the loss of one of their own. *Midway Deluxe Edition* is a completely new edition of our old *Midway* game, featuring not only the climactic Battle of Midway but also the attempted relief of Wake Island, the Japanese attack on Pearl Harbor, Japanese plans for the invasion of Hawaii, earlier Japanese plans to attack Pearl Harbor and much more.

APL 0051 \$99.99


**SECOND WORLD WAR AT SEA:
THE CRUEL SEA**

Our Second Great War alternative history story arc posits a world in which Woodrow Wilson's attempts to forge a compromise peace in late 1916 succeeded. Millions of lives were saved and vast destruction averted, while the great empires of Eastern Europe - Germany, Austria, Russia and Turkey - survived for another generation. But not all accepted this new world order, and in August 1940 war returned to Europe. *The Cruel Sea* is a truly massive expansion set for *Second Great War at Sea*. It features the ships, airships, helicopters and airplanes of Imperial Germany, Republican France and Imperial Russia. Scheduled to ship in February 2019.

APL 0615 \$99.99


**DRAGON BALL SUPER SPECIAL
PACK SET 6 DISPLAY (6)**

Each *Dragon Ball Super Special Pack #6 Display Box* includes six *Special Pack Mini Boxes*! Each mini box includes four booster packs, one Promo card and one playsheet. Scheduled to ship in March 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2467002..... PI


**DRAGON BALL SUPER
STARTER 8 DISPLAY (6)**

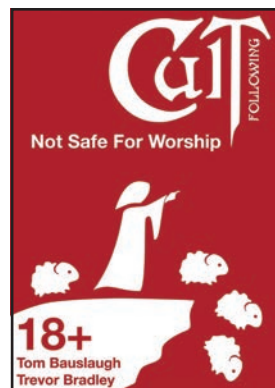
Starter exclusives increased to 10 cards! With this set, you'll be able to make a deck with Broly from the new movie in no time! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2467003..... PI

BRAVELY TOLD GAMES


CULT FOLLOWING: CULT CLASSICS

Cult Following: Cult Classics is an expansion for *Cult Following: The One True Game*. This expansion includes 75 sign cards inspired by classical religions. Mix these cards in with the base game, or keep them separate to allow players the choice of regular or *Cult Classics* cards. "Our cult is all about dinner with friends. With Two of every animal on the menu, our guests say 'it was good' and delicious!" Scheduled to ship in December 2018.

BTG CF02 \$12.50


**CULT FOLLOWING:
NOT SAFE FOR WORSHIP**

The *Cult Following: Not Safe For Worship* expansion includes 58 question cards and 17 sign cards that work well with adult themed cults. Mix these cards in with the base game, or keep them separate to allow players the choice of regular or NSFW cards. Scheduled to ship in December 2018.

BTG CF03 \$12.50

BREAKING GAMES

THE STARS ALIGN DISPLAY (6)

Fill the sky with stars and catch them as they shoot! The stars are out, and players take turns spotting their color stars in the sky by playing constellation cards in the map. Once the sky is full of stars, they start to twinkle or flip to the reverse color. When the same color stars create a line across the sky, they shoot and disappear! The first stargazer to catch five shooting stars is the winner! Comes ready-to-shelf with a printed display. Cloth bag perfect for on the go play, whether you're at home, or out enjoying the night sky. Scheduled to ship in November 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BRK 110453..... \$90.00



BANDAI

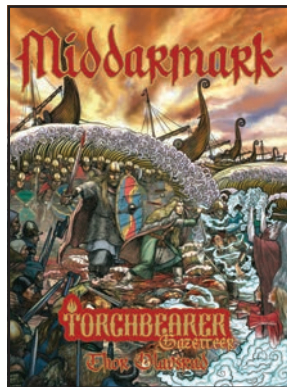
SPOTLIGHT ON

**DRAGON BALL SUPER
BOOSTER 6 DISPLAY (24)**

A celebratory series filled to the brim with movie characters old and new! Scheduled to ship in March 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2467000..... PI



BURNING WHEEL

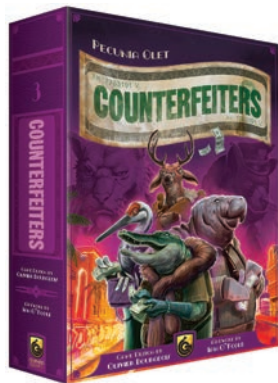


MIDDARMARK RPG SUPPLEMENT

Middarmark is a setting supplement for Torchbearer RPG inspired by Scandinavian myth and folktales. With new rules for steadings, and weather, expanded player options, and much more Middarmark opens new vistas of possibility for Torchbearer.

GHQ TB7300\$20.00

CAPSTONE GAMES



COUNTERFEITERS

Players act as Counterfeiters, printing fake bills and exchanging them for the real thing. The Godfather can help them avoid the police, but his protection comes at a cost. The game ends when the police complete their investigations into the counterfeiting industry. The winner is the players with the most real (non-counterfeit) money! Scheduled to ship in December 2018.

CSG QG1012\$29.95



status symbols. In Firenze, you are master builders working on the family's construction commissions for these towers. Each player competes to earn the most prestige points completing the commissions from families and the church by placing their seals on the work they have done. When someone plays their final seal, the other builders get one more turn before final scoring! Scheduled to ship in December 2018.

CSG QG1013\$69.95



FUJI

In Fuji, you play as a group of adventurers on their way to Japan's most famous volcano, Mount Fuji. But just before you arrive at your destination, the earth begins to shake and the volcano erupts! Now, your group must escape the deadly lava flows as quickly as possible to reach the safe village. In this cooperative dice game, players simultaneously and secretly roll their dice behind their screens in each round. During the game, you must find the best way across a number of terrain cards to the safe village for each player. Each terrain card has given dice requirement. You can move to a card only if you match this requirement better than both your neighbors but since you know only your own dice and can communicate only vaguely, you will need both skill and luck to save yourselves. Scheduled to ship in January 2019.

CSG FS1002\$39.90



MAGNASTORM

When the first exploration vessels entered the cloudy atmosphere of the planet Magnastorm, they discovered not only evidence of abundant natural resources, but also the remains of a long-lost civilization. At the bidding of the magistracy, scout vehicles are lowered to the barren surface to search for suitable mining areas. Magnastorm is a big, tactical board game with very little luck. Choose the right moment to perform actions or buy influence over helpful commanders. You will reap success through resource management, clever logistics, good timing, and a shrewd eye on the actions of your opponents. At the end of the game, each player receives on of 120 reward cards, which can be used in later games to compensate for varying levels of skill among the players. Scheduled to ship in January 2019.

CSG FS1001\$64.95

FIRENZE

In 12th-14th centuries in Florence, the city's powerful and influential families didn't just compete with each other over trade and politics, they tried to outdo one another by building tall tower homes as

Calliope Games
www.CalliopeGames.com

Creating memories one game at a time.

Roll for it!
The Roll It! Match It! Score It! Game

Perfect stocking stuffers!



RAIATEA

In *Raiatea*, players act as members of the Arioi, a secret Polynesian religious society. The Arioi will build colossal To'o statues in order to win the favor of their god, Oro. During the action rounds, players take turns leading the group to various action locations. In ceremony rounds, players call upon gods for help in building the massive To'o. Construction may fail without the help of the gods, so players must plan their rituals carefully and know how much mana to sacrifice. At the end of the game, the player who has collected the most victory points will guide the group as their new High Priest! Scheduled to ship in December 2018. CSG QG1011\$74.95

CASTLE PRODUCTIONS

GAMECEPTION

Tired of having to choose what game to play? Why not play more than one at the same time? Sure, those other games are great. That's why *Gameception* wants you to continue playing those while you play it. It's the game that plays all day. From "The Singer", which says "If someone else sings a song" to "The Power Gamer", which says "If someone else tells a player what to do on their turn." Get someone to slip up and score your card! Draw a new card each time you score one and at the end of gameday tally all the cards you scored. Winner is the one with the most cards. Scheduled to ship in November 2018. VGI 3060\$19.99



THE GREATER DEBATE

We have all had those never-ending debates among our friends: Which player is the best? What political party is really causing all the issues? Which Superhero would win

in a fight? Is that one band musically legit or completely overrated? You may have had a few laughs and some interesting discussions, but too often you have just agreed to disagree. Now is the time to test your powers of persuasion and to resolve these issues once and for all! Now is the time to see who can win *The Great Debate*. Scheduled to ship in November 2018. VGI 2032\$24.99

CATALYST GAME LABS



SHADOWRUN RPG: KILL CODE CORE RULEBOOK

The *Shadowrun* spotlight turns to the Matrix with *Kill Code*, providing lots of new options for involving the Matrix in *Shadowrun* games. With a guide to help players understand Matrix structure and how to use it, along with plenty of options on how to exploit the tech that surrounds everything, the book will help any team of shadowrunners better employ this part of the Sixth World in their games. It also contains considerable background, rules, and options for technomancers. CAT 27013\$49.99

CHESSEX MANUFACTURING

STAEDTLER WATER SOLUBLE SINGLE BROAD TIP MARKERS (1.0-2.5 MM)

Scheduled to ship in October 2018.

BLACK
CHX 03129\$2.60
BLUE
CHX 03123\$2.60
GREEN
CHX 03125\$2.60



GLASS STONES IN 5.5" TUBE (20+)

Scheduled to ship in October 2018.
AMBER
CHX 01129\$3.29
AZURE BLUE
CHX 01137\$3.29
GREEN CATSEYE
CHX 01158\$3.29
PERIWINKLE CATSEYE
CHX 01155\$3.29
WHITE CATSEYE
CHX 01162\$3.29

CMON

POTION EXPLOSION 2ND EDITION

It's senior year at the Horribilorum Sorcery Academy for Witty Witches and Wizards. All the hard work and studying comes down to this: the final exam! Under the helpful tutelage of the Headmaster, players have learned how to handle volatile ingredients and turn them into fantastical potions! In *Potion Explosion 2nd Edition*, players take on the role of students trying to pass their final exam for the year. To do this, they'll be creating potions by pulling marbles from the new plastic dispenser. These represent ingredients in the various potion recipes. When a marble is taken, the rest slide down the ramp. If two same-color marbles touch, an explosion happens and the player can take those marbles, too! More explosions means more marbles and faster potion-making. Each completed potion also grants a special ability when drunk. At the end of the game, the player that scores the most points is deemed head of the class and graduates with top honors. COL PTN101\$49.99



CORVUS BELLI

INFINITY



ARIADNA LINE KAZAKS

CVB 281103-0744\$33.49



BEYOND COLDFRONT

CVB 280023-0745\$53.99



THIRD OFFENSIVE

CVB 289003\$53.99



DAWN-02 APLEKTON SCENERY PACK

CVB 285060\$12.49

CREATIVE GOODS COMPANIES

CATAN



GLASS ROBBER PAWN

The ultimate *Catan* accessory! Make your next game of *Catan* even better with this deluxe handmade glass Robber Pawn. CGC 14101\$25.00



In this 2-player deck-building game that utilizes Cryptozoic's popular Cerberus Engine, players take on the roles of Green Lantern™ and Sinestro™ and compete head to head using direct "Confrontations"!

As each oversized character card is defeated, the characters grow more difficult to take down, and their abilities also improve. Players start off with identical decks, but use their cards and special abilities to buy bigger and better cards. As the game progresses, each player's deck becomes unique, strengthened by his or her decisions.

Get ready to attack and defend until Green Lantern™ or Sinestro™ stands supreme over his iconic rival!

MSRP \$20

AVAILABLE NOW!

For more information, visit www.cryptozoic.com

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ENTERTAINMENT



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(s18)



LUGGAGE TAG

If you and your luggage get separated this handy 4 inch luggage tag will make sure you are reunited in your personal corner of *Catan*.

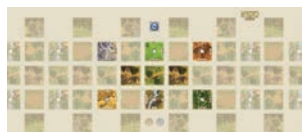
CGC 20101\$7.00



POP-OUT PHONE HOLDER

Keep your phone safe in your hand with this handy *Catan* logo hexagonal pop-socket!

CGC 20121\$8.00



PLAY MAT SET (SET OF 2)

Catan Rivals for Catan Play Mat Set, play easier, teach faster, make every game better. Two neoprene mats, one for blue, one for red, full color printed rubber backed 16"x37" mats.

CGC 22002\$60.00



SLATE COASTERS (SET OF 4)

Protect your valued artifacts from the forests of *Catan* with this 4-pack of magnificent gray slate coasters laser-etched with the *Catan* logo!

CGC 20010\$24.00



ZIPPER PULL

Represent your love of *Catan* with this handy zipper pull! Bears the *Catan* logo so you can dream of the mystical isle no matter where you find yourself

CGC 20111\$4.00

GALAXY SERIES PLAY MATS



CALLISTO

14x24

CGC 31133\$17.00

36x36

CGC 31136\$55.00



GANYMEDE

14x24

CGC 31123\$17.00

36x36

CGC 31126\$55.00



LUNA

14x24

CGC 31103\$17.00

36x36

CGC 31106\$55.00



PHOBOS & DEIMOS

14x24

CGC 31113\$17.00

36x36

CGC 31116\$55.00

CRYPTOZOIC ENTERTAINMENT

CHALLENGE OF THE SUPERFRIENDS CARD GAME

The Superfriends have gathered at the Hall of Justice to take on the challenge of thirteen of the most sinister villains of all time. Play your cards right and you'll defeat the Legion of Doom! Based on the classic animated TV show, *Challenge of the Superfriends Card Game* utilizes Cryptozoic's new Gryphon card game engine to deliver a fast-paced, easy-to-learn tabletop experience. Scheduled to ship in March 2019.

CZE 27718\$15.00



NOT FINAL ART

DC DECK-BUILDING GAME:

CROSSOVER PACK 8 - BATMAN NINJA

Based on the *Batman Ninja* animated feature, this expansion for the *DC DeckBuilding Game* takes place in feudal Japan and lets players become Batman, Catwoman, Robin, Red Robin, Red Hood, and Nightwing. The Super-Villains (The Joker, The Penguin, Poison Ivy, Deathstroke, and TwoFace) are the daimyos who battle from within giant castles that come to life. When the fifth one has been defeated, the five castles merge to become one final titanic challenge. The card backs of the Super-Villains each form a portion of the giant merged castle, with The Joker's head at the top. Scheduled to ship in March 2019.

CZE 27756\$13.00

RICK AND MORTY: LOOK WHO'S PURGING NOW CARD GAME

Get ready to unleash your purging instincts with Rick and Morty as you fight to survive the annual purge festival on an alien planet. Play your cards right and you'll make it out alive! Based on the popular episode of the TV show, *Rick and Morty: The Look Who's Purging Now Card Game* utilizes Cryptozoic's new Gryphon card game engine to deliver gameplay that unfolds at lightning speed and is easy to learn. Scheduled to ship in March 2019.

CZE 27732\$15.00



DAYS OF WONDER



FEATURED ITEM



TICKET TO RIDE: FIRST JOURNEY

Players of all ages can now venture across America by train in Alan R. Moon's *Ticket to Ride: First Journey*. With a brand new map and simplified rules, *First Journey* is the perfect way to introduce new players to the game of cross-country travel. Just like in *Ticket to Ride*, players collect train cards, claim routes,

and try to connect cities coast-to-coast. In *First Journey*, though, routes are shorter, train cards are drawn straight from the deck, and the game ends when one player completes six tickets, claiming the Golden Ticket as their prize. Climb aboard, travelers, your incredible *First Journey* awaits! Scheduled to ship in October 2018.

DOW DO7225\$34.99

DECISION GAMES



MODERN WAR #40: CHECHEN WAR

Chechen War is an operational-strategic level two-player simulation of the 1st Chechnya War (1994-1996) wherein the Russian Federation under Boris Yeltsin attempted to directly and forcibly put an end to the Chechen independence movement. The Russian player must deal with low morale at the front and at home to win the war to keep Chechnya within the Russian Federation. The Chechen player is outgunned and outnumbered, but can wage an effective guerilla campaign to bog down the entire Russian effort and thereby achieve independence. Scheduled to ship in February 2019.

DCG MW40.....\$39.99



WORLD AT WAR #64: THE RATS OF TOBRUK

The Rats of Tobruk uses a derivative of the Famous Divisions Series that appeared in *World at War* #20 (*Grossdeutschland*) and #34 (*Guards Armored*). This is a two-player operational/tactical game that simulates Rommel's Easter Day attack on Tobruk in April 1941. This battle primarily involved the Australian 9th Infantry Division, as well as British artillery batteries that were tasked to prevent the capture of Tobruk harbor by the German 5th Light Division. Scheduled to ship in February 2019.

DCG WAW-64.....\$39.99

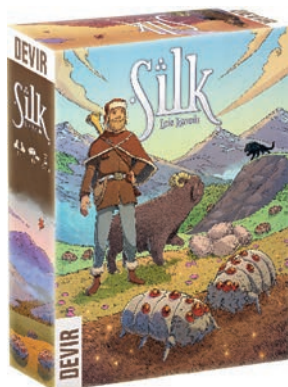
DEVIR



PAPUA

In this game players lead a scientific expedition to Papua New Guinea, one of the richest territories in flora and fauna, in the late years of the XIX century. Their discoveries will astonish the scientific community. But only if they manage to survive the expedition. Whomever manages to collect the most relevant discoveries will be remembered throughout history.

DVR BGPAPEN.....\$39.99



SILK

An accessible game with a great theme to introduce new players to the world of modern board games. However, its competitive approach will bring out tactical qualities for board game veterans.

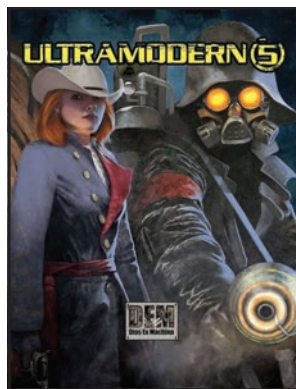
DVR BGJSILK.....\$34.99

DIAS EX MACHINA

ULTRAMODERN5

Ultramodern5 presents modern and science fiction rules in a game usually reserved for fantasy. There is no established setting in *U5*. It presents classes, gear, and scenarios that can be inserted into any campaign. You may explore the rules in whatever context you wish. Rules are generalized, encouraging homebrew settings and the rebranding of elements. Create a pure science fiction setting or insert these rules into your fantasy world to offer a unique spin. Scheduled to ship in November 2018.

DEM 201610.....\$36.00



Perfect games for friends and family!

Tsuru
The game of the Path.

Tsuru
The game of the Path.

Calliope Games

www.CalliopeGames.com

ELZRA

CATACOMBS: CONQUEST - LENORE'S CAVE PLAYMAT EXPANSION

Scheduled to ship in October 2018.
ELZ 1084.....\$19.99



EVIL HAT PRODUCTIONS

FATE CORE RPG



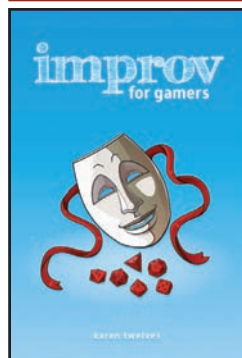
**FATE DICE:
ACCELERATED
CORE (12)**
EHP 9022.....\$15.00



**FATE DICE:
INFERNAL (4)**
EHP 9021.....\$8.00



**FATE POINTS -
ACCELERATED
CORE BLUE (30)**
EHP 9023.....\$12.00



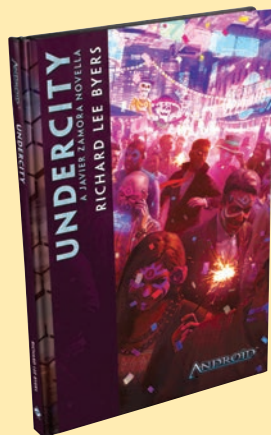
IMPROV FOR GAMERS HARDCOVER

Do you want to be a better roleplayer or GM? Do you want to encourage spontaneous creativity in your gaming group? Do you want to create dynamic, compelling characters? If the answer to any of these questions is "yes," *Improv for Gamers* is for you! Based on the popular workshop series, this book provides a selection of fun and easy improv exercises designed to take your tabletop or live-action gaming group to a new level. Pick and choose exercises to develop a particular skill, or run through a variety of them at random! No improv experience required.

EHP 0041.....\$20.00

FANTASY FLIGHT GAMES

FEATURED ITEM



ANDROID: UNDERCITY NOVELLA HARDCOVER

Explore the dark center of the *Android* universe in *Undercity*, a new novella by Richard Lee Byers! Experience a thrilling story as Javier Zamora risks life-and-limb to find the perfect story, and supplement your *Genesys* roleplaying games with the new adversaries, weapons, and other content found inside this book. Scheduled to ship in January 2019.

FFG NAD10.....\$14.95



FEATURED ITEM

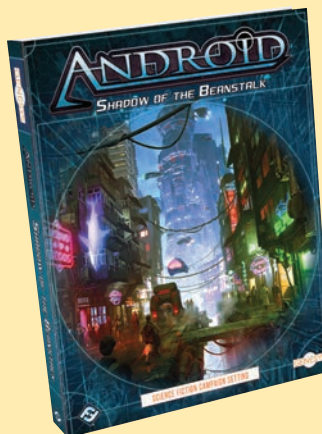
ARKHAM HORROR LCG: THE CIRCLE UNDONE EXPANSION

Battle the occult and delve into the mysteries of Arkham's macabre past in *The Circle Undone* deluxe expansion for *Arkham Horror: The Card Game*! In a playable prologue and the first two scenarios of *The Circle Undone* campaign, a new team of investigators must uncover the motives of Arkham's most secretive organization to learn what is haunting the city. Discover the supernatural threat and put an end to its dark machinations! Scheduled to ship in January 2019.

FFG AHC29.....\$29.95



FEATURED ITEM



GENESYS RPG: SHADOW OF THE BEANSTALK HARDCOVER

Travel to the darkest parts of New Angeles with *Shadow of the Beanstalk*, an *Android* sourcebook for *Genesys* roleplaying! *Shadow of the Beanstalk* is a 256-page sourcebook for use with the *Genesys Roleplaying System*. In this book, you'll find new rules for character creation, new weapons, equipment, and adversaries, new rules for running the net, a guide to New Angeles, and advice for Game Masters running a campaign in the cyberpunk future of *Android*. All of this new information and rules

comes accompanied by beautiful art and elegant mechanics that can be used in any setting for the *Genesys Roleplaying System*. Scheduled to ship in January 2019.

FFG GNS04.....\$49.95



FEATURED ITEM

LEGEND OF THE FIVE RINGS LCG: CHILDREN OF THE EMPIRE EXPANSION

Fantasy Flight Games is proud to present *Children of the Empire*, a new expansion for *Legend of the Five Rings: The Card Game*! *Children of the Empire* features a total of 234 new cards, celebrating the era of tranquility brought to Rokugan by the Hantei Dynasty. Every Great Clan gets new tools, with themes of dueling and honor persistent throughout the expansion. Scheduled to ship in January 2019.

FFG LSC16.....\$39.95



ARKHAM HORROR

THE CARD GAME

*there is
no escaping
fate*



THE CIRCLE UNDONE EXPANSION

AHC29 • \$29.95



FANTASYFLIGHTGAMES.COM

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FEATURED ITEM



THE LORD OF THE RINGS LCG: THE GHOST OF FRAMSBURG ADVENTURE PACK

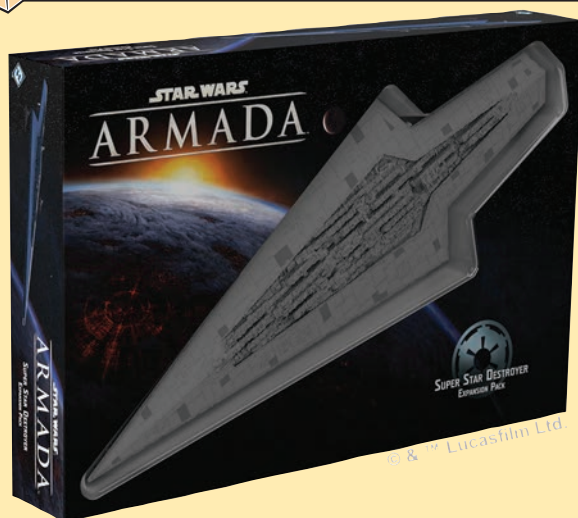
After battling Dagnir to a stalemate at Hrogar's Hill, it is clear that your weapons are not sufficient to slay the beast. So you have set off for the ruins of the once great city of Framsburg, where it is said that Wormsbane, the legendary sword of Fram son of Frumgar, lies entombed with its master. Perhaps this blade can help you bring peace to Wilderland for good. The fourth Adventure Pack in the Ered Mithrin cycle for *The Lord of the Rings: The Card Game*, *The Ghost of Framsburg* includes sixty new cards that not only put your heroes on a harrowing quest for this ancient weapon. Along the way, you'll find a new

Spirit hero, a Song and Weapon that can boost any Warrior character, along with many other tools to help you conquer the ancient crypts and haunted halls of Framsburg! Scheduled to ship in January 2019.

FFG MEC69 \$14.95



FEATURED ITEM



STAR WARS ARMADA: SUPER STAR DESTROYER EXPANSION PACK

The *Super Star Destroyer Expansion Pack* arrives to swell the forces of the Galactic Empire with the first ship of an entirely new class — huge ships. The pre-painted, beautifully sculpted Super Star Destroyer miniature within this expansion is the largest miniature yet created by Fantasy Flight Games, measuring over 24 inches from tip to tip. Of course, such a huge miniature serves as a stunning reminder of Imperial might on the battlefield but its also a fully functional piece that you can add to your Imperial fleets. With four unique ship sheets, an assortment of tokens, and twenty-four upgrade cards, including iconic commanders like Admiral Piett and Emperor Palpatine, any rival fleet will tremble to face the might of your onslaught. Scheduled to ship in November 2018.

FFG SWM20 \$199.95



FEATURED ITEM



STAR WARS IMPERIAL ASSAULT: SKIRMISH MAP - CORUSCANT BACK ALLEYS

While Coruscant is the center of the *Star Wars* galaxy, it is far from the safest place. In the undercity, far away from the eyes of the Emperor, skirmish battles rage on! The *Coruscant Back Alleys Skirmish Map* is a 26" x 26" slip-resistant mat for use in your Imperial Assault skirmish games, making setup quick and allowing you to jump right into the action. This skirmish map takes your battles to the neon-soaked back alleys of Coruscant, where dark corners and narrow passageways make for tight-quarters combat. Scheduled to ship in January 2019.

FFG SWI61 PI



FEATURED ITEM



STAR WARS: LEGION - IMPERIAL SPECIALISTS PERSONNEL EXPANSION

Whether driven by creed or devotion to the Empire, Imperial Commanders are dangerous and cunning opponents, feeling no qualms about resorting to ruthless and violent tactics. These commanders can make a name for themselves on the battlefields of *Star Wars: Legion* by making the best use of the specialized personnel at their disposal to complete their objectives. With the *Imperial Specialists Personnel Expansion*, you can field a generic Imperial Officer unit complete with three new command cards to add more tactical possibilities to your Imperial ground operations. Accompanying them are three specialists that can be added to other units in your army: a communications specialist to better coordinate with your troops, a medical droid to administer first aid to your troops, and an astromech droid to repair your vehicles on the fly. Scheduled to ship in November 2018.

FFG SWL27 \$19.95



FEATURED ITEM



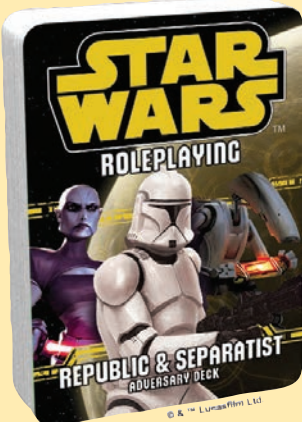
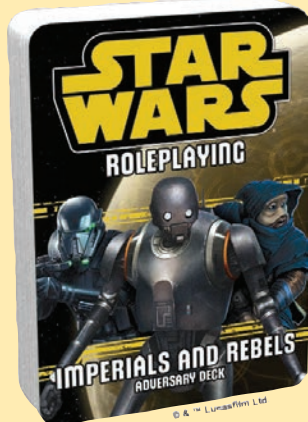
STAR WARS: LEGION - REBEL SPECIALISTS PERSONNEL EXPANSION

Rebel commanders may be under manned and under equipped, but they more than make up for this with resolve, tenacity, and sheer force of will. Leading by example, it's not uncommon for Alliance officers to wade into the thick of battle alongside their troops. When leading troops with specialized training, they can provide invaluable support to Rebel ground operations. The *Rebel Specialists Personnel Expansion* for *Star Wars: Legion* contains four finely sculpted Rebel specialist miniatures, along with new unit, upgrade, and command cards that give you the power to field a generic Rebel commander and add troops with specialized training to other units in your army. Among them, you'll find a communications specialists, a medical droid, and an astromech droid, opening up even more tactical possibilities in your struggle against the Empire. Scheduled to ship in November 2018.

FFG SWL26 \$19.95



FEATURED ITEM



STAR WARS RPG: ADVERSARY DECKS

Bring the galaxy to your tabletop with two new adversary decks for *Star Wars Roleplaying*, including cards for use with *Edge of the Empire*, *Age of Rebellion*, and *Force and Destiny*! The *Imperials and Rebels III Adversary Deck* draws on enemies and allies found in all three of the *Star Wars Roleplaying* lines. Scheduled to ship in January 2019.

IMPERIALS AND REBELS III

FFG USWR13 PI

REPUBLIC AND SEPARATIST

FFG USWR14 PI

FINAL FRONTIER GAMES



ROBIN HOOD AND THE MERRY MEN

Robin Hood and the Merry Men is a semi cooperative, but a highly competitive board game set in the folklore we all know and love. It's a thematic euro style game that perfectly blends worker placement, hand management, set collection and dice rolling into a one big exciting crossover. In the game, you will acquire resources and weapons, lay traps and fight the Sheriff's endless army of Guards, build barricades on the roads to ambush and rob the heavily guarded and gold-filled carriages that are taxing the villages, enter archery competitions, rescue prisoners from the castle's

darkest dungeons and much much more. Scheduled to ship in November 2018.

FFN 3001 \$70.00

GALE FORCE NINE

DUNGEONS & DRAGONS: WATERDEEP DRAGON HEIST COLLECTOR'S SERIES MINIATURES

Scheduled to ship in November 2018.

AURINAX

GF9 71074 \$90.00



BLACK VIPER

GF9 71072 \$10.00



MANSHOON

GF9 71068 \$10.00



JARLAXLE BAENRE

GF9 71070 \$10.00



MIRT THE MONEYLENDER

GF9 71069 \$10.00



LAERIEL SILVERHAND

GF9 71066 \$10.00

THE XANATHAR

GF9 71073 \$20.00



GAMES

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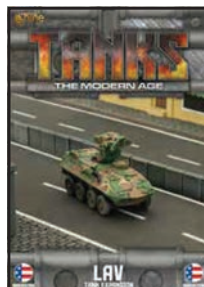
45



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Scheduled to ship in February 2019.



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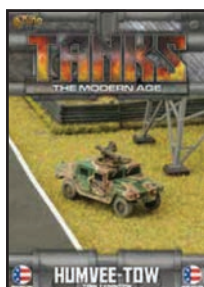
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GAMES AND GEARS



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GNG 00015\$70.00

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GNG 00008\$11.00

SYNTHETIC BRUSH SIZE 3
GNG 00009\$12.00

GAMING BALLISTIC



DRAGON HERESY INTRODUCTORY SET

King Krail of Torengar calls you to rid the border marches of fell beasts, unwholesome fae, and the remnants of the ancient dragon empire. Alongside friends and rivals, carve out your legend and your jarldom in the wild lands north of civilization, seeking fortune and glory worthy of skalds retelling. In the *Dragon Heresy Introductory Set*, you will find everything required to create your hero, play the game, and challenge fearsome foes. Venture forth under the eyes of the Aesir. Put your skill, strength, and sacred honor to the test. Find horror and death, or rise to take your place among the jarls of Torengar. Scheduled to ship in December 2018.

GBL 0004H \$50.00

GEMSTONE



THE OVERSTREET PRICE GUIDE TO STAR WARS COLLECTIBLES

Since the first film debuted in 1977, *Star Wars* has dominated the collecting landscape like no other franchise. With record prices set in the world of action figures, and the spirited pursuit of movie posters, comic books, video games, novels and other niches showing no end in sight, the team behind *The Overstreet Comic Book Price Guide* has turned its attention to *The Overstreet Price Guide To Star Wars Collectibles*. In addition to detailed pricing, this volume will be packed with insights and collecting tips from experienced enthusiasts, dealers and more! Scheduled to ship in December 2018.

DIA STL085181 PI

GOD HATES GAMES



GDH 001 \$25.00

GOD HATES CHARADES

God Hates Charades is a party game that's something like *Taboo* with acting. One at a time players face the group and draw Actor cards and Scenario cards, combining them into hilarious scenes. They can talk, use voices or whatever else they need as long as they don't say the words on the cards. Scheduled to ship in January 2019.

GOD HATES CHARADES: WRATH

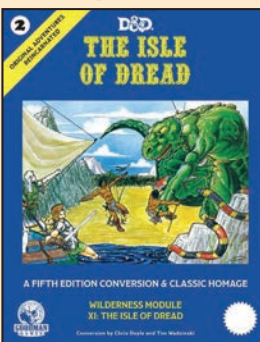
God Hates Charades: Wrath is a pop culture, acting, guessing, comedy game that is the weirdest, wildest, dirtiest, best time you've ever had with your friends. Draw two cards from the Actor card deck and two cards from the Scenario deck. Pick one Actor and one Scenario card to make a scene. You then have 60 seconds to act out the scene. You can use words, do voices, give clues. The only rule of *God Hates Charades* is that you can't say the words printed on the cards. Scheduled to ship in December 2018.

GDH EXP003 \$10.00



GOODMAN GAMES

SPOTLIGHT ON



ORIGINAL ADVENTURES REINCARNATED: #2 - THE ISLE OF DREAD

Original Adventures Reincarnated 2: The Isle of Dread brings back the very first wilderness adventure ever published by Wizards of the Coast. This "tutorial adventure" by legendary designers Zeb Cook and Tom Moldvay was included in the *D&D Expert Set* and has been seen by millions of gamers. Now the 1E edition is released in hardcover form, accompanied by a 5E conversion and expansion. This is your chance to revisit an iconic adventure from your youth – and play it in the newest rules set with the next generation! Scheduled to ship in November 2018.

GMG 50002 \$49.99

New! Galaxy Mats



14 x 24 inches

Collect the whole series to complete your set today! Provide the ultimate personalized space for work, play or craft.



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GREATER THAN GAMES

BETWEEN TWO CASTLES OF
MAD KING LUDWIG

Between Two Castles of Mad King Ludwig is a competitive tile-drafting game in which each tile is a room in a castle. You work together with the player on your left to design one castle, and with the player on your right on another castle. On each turn you select two tiles from your hand, reveal them, then work with your partners to place them. At the end of the game, each castle is scored. Your personal final score is the lower of the scores of the two castles you helped design, and the player with the highest final score wins the game. To win, you have to share your attention and your devotion between two castles.

GTG STM506 \$45.00



GREENBRIER GAMES



CHAMPIONS OF HARA

Beneath the roots, way, way down through the layers of what was, past the golden stove, and even deeper than darkness the sky opens back up. At the core of everything, in the belly of the soul, you'll find Hara. Look to it when you are tired, scared, or hungry. Call out, and it will find you. *Champions of Hara* is an adventure board game in which 1-4 players race to protect a dying world. Players will contain destructive energy by defeating monsters, closing rifts, and exploring the six different zones within Hara. In order to rise to the challenge, players will need to unlock new abilities and collect powerful items. Scheduled to ship in January 2019.

GNE HA01 \$69.95

FOLKLORE: THE AFFLICTION -
TERRAIN MINATURES PACK 2E

This expansion for *Folklore: The Affliction* adds terrain miniatures that replace the standard terrain tokens in the core game. It also includes an Affliction boss miniature. Contains four doors, two archways, four tombstones, two sarcophagi, two portcullises, four scarecrows, and exclusive Book of Dark Dimensions affliction miniature with corresponding affliction card. Scheduled to ship in January 2019.

GNE FL08 \$24.95



GREEN RONIN PUBLISHING

LOST CITADEL RPG:
A SETTING SOURCEBOOK FOR 5E

Some say the doors to the Underworld flew from their hinges. Others believe that the god of the dead went mad. Whatever the cause, this is a setting where the dead have become Dead, and where all that's left of civilization has gathered behind the walls of the world's last bastion for the living, the city of Redoubt. Whether human, elf, dwarf, or monstrous ghul, all must survive the horror of this world overrun by death. The *Lost Citadel* is a transmedia world existing simultaneously as gaming, art, fiction, music, and more. *Lost Citadel* Roleplaying is Green Ronin's full-faith effort to bring the world of *The Lost Citadel* into the newest edition of the world's most popular roleplaying game. Scheduled to ship in November 2018.

GRR 3603 \$44.95

PATHFINDER RPG: RETURN TO FREEPORT

Go back to the city that started it all! *Return to Freeport* is a new adventure set in and around Chris Pramas's classic City of Adventure that mixes fantasy, pirates, and Lovecraftian horror with nonstop danger and potential rewards. Player characters begin at 1st level and progress all the way to 11th as they seek to cure an ancient curse, track down slaver gangs, face off against the forces of the nation of Mazin, and uncover who is behind the long line of threats to Freeport itself. Compatible with the *Pathfinder Roleplaying Game*, *Return to Freeport* is the perfect companion to the *Freeport: The City of Adventure* setting book!

GRR 1915 \$34.95



THE EXPANSE ROLEPLAYING GAME

The *Expanse Roleplaying Game* brings James S.A. Corey's award-winning series of science fiction novels to the tabletop. Using the Adventure Game Engine (AGE) rules that power Green Ronin's *Fantasy AGE*, *Blue Rose*, and *Modern AGE* RPGs, *The Expanse* takes players to a far-future solar system where humanity is divided: Martians, Belters, and the people of old Earth struggle for political power and resources, but older, alien, forces are stirring in the universe, and human history is about to take an unexpected new turn. *The Expanse* RPG applies the fast-playing, stunt-powered AGE system to spaceships, solar colonies, adventure, and intrigue in the far-future, where the actions of the characters may change the course of history! Scheduled to ship in January 2019.

GRR 6601 \$49.95

THE EXPANSE GAME
MASTER'S KIT

The *Expanse RPG* brings the universe of James S.A. Corey's sci-fi novels to the tabletop. Being a GM for such a rich setting is a big job, so *The Expanse Game Master's Kit* is here to help. It provides a sturdy, fullcolor GM screen with essential tables and references for gameplay on one side and evocative artwork on the other. It also includes four quick reference cards that put the stunts and actions at your fingertips, a combat tracker that you can write on with wet or dry erase markers, a set of pre-generated Player Characters, and a complete adventure to launch your crew right into the exciting universe of *The Expanse*! Scheduled to ship in January 2019.

GRR 6602 \$24.95

INDIE BOARDS
& CARDS

AEONS END: LEGACY

As a young apprentice, you grew up to stories of the breach mages. Brama, the teacher, wisest of the mages. Dezmodia, the prodigy, master of great magic. Mist, the stoic leader and tactical genius. Malastar, the magical craftsman. Rebellious, powerful, and reckless perfectly sum up Xaxos. These mages are your heroes and tomorrow, after your ordeal, you will join their ranks.

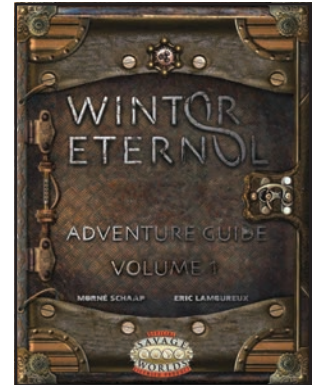
IBC AEL01 \$69.99

JOHN WICK PRESENTS

7TH SEA KHITAI CORE RULEBOOK

In *7th Sea: Khitai*, players take on the roles of heroes thrown into global conspiracies and sinister plots, exploring ancient ruins of a race long vanished and answering the Call to Adventure. In *7th Sea: Khitai*, you are a Hero ready to live and die for causes that matter. You don't start off digging through old dungeons hoping to find a copper piece or two. No! You are noble samurai, a loyal yojimbo, or a mystical monk channeling the spirit of the World. Scheduled to ship in January 2019.

JWP 7201 \$59.99

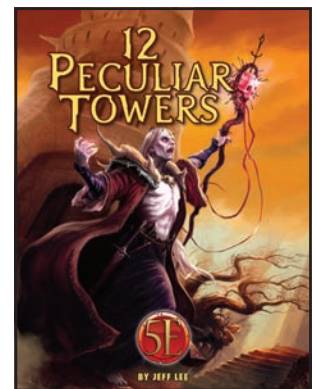
JUST INSERT
IMAGINATION

WINTER ETERNAL (PATHFINDER)

Winter Eternal is not a post-apocalyptic setting. It's about what comes after the disaster, many years later when civilization is starting to thrive again. When the sun exploded, the continent of Ehlerac survived the wave of flames because it was on the night side of the planet. Then the earthquakes and tsunamis hit and thousands died as cities fell and the landscape were torn apart. The dark world started cooling rapidly and the survivors struggled to find food and shelter. Scheduled to ship in December 2018.

S2P 30202 \$19.99

KOBOLD PRESS

DUNGEONS & DRAGONS RPG:
12 PECULIAR TOWERS

Mysterious towers are a classic of fantasy gaming, and these 12 towers are stranger than most! From a lighthouse to a high-level tower of the Knight of the Moon, with stops along the way for a thieves' guild, a tree-house full of ravenfolk, a necromancer's tower, an elven tower, and even a wild Ethereal tower. With beautiful isometric and traditional maps, these eye-catching adventures are easy to drop in anywhere. Scheduled to ship in January 2019.

PZO KOB12TOW \$19.99



YU-GI-OH! TCG: LEGENDARY DUELISTS - SISTERS OF THE ROSE BOOSTER DISPLAY (36)

Legendary Duelists: Sisters of the Rose introduces brand-new cards inspired by some of Duelings most daring strategies from the pantheon of Yu-Gi-Oh! manga and anime series. Whether you want to power a single monster up to stratospheric proportions, create an inhospitable field environment that makes monsters wish they'd never been Summoned, or just endlessly duplicate your favorite monster, you'll have something to look forward to this winter! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84192.....\$71.64

SPOTLIGHT ON



YU-GI-OH! TCG: SAVAGE STRIKE BOOSTER DISPLAY (24)

Heat things up this winter with *Savage Strike*, the first 100-card booster set of 2019! Cybernetic Horizon revitalized Ritual Summoning, and Soul Fusion created powerful Fusion Summoning strategies. Now, *Savage Strike* is primed to do the same for Synchro Summoning strategies! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84139.....\$95.76



GREEN

LGN BF03198 PI



GREEN

LGN BF03242 PI



RED

LGN BF03211 PI



RED

LGN BF03266 PI



WHITE

LGN BF03181 PI



WHITE

LGN BF03235 PI

LEGION CONVERTIBLES HORIZONTAL DECKBOXES

Scheduled to ship in October 2018.

LEGION CONVERTIBLES VERTICAL DECKBOXES

Scheduled to ship in October 2018.



BLACK

LGN BF03228 PI



BLACK

LGN BF03273 PI



BLUE

LGN BF03259 PI



BLUE

LGN BF03303 PI

LEDER GAMES

SPOTLIGHT ON



ROOT: THE RIVERFOLK EXPANSION

The *Riverfolk Expansion* adds two new factions, new vagabonds, and exciting new game modes. More screen-printed warriors and all the pieces needed to play with up to six players. Three new Vagabond variants. Cooperative and competitive play with the Mechanical Marquise. Dozens of new faction mixes! Scheduled to ship in December 2018.

LED 01001\$40.00

LEGION SUPPLIES

LEGION CONVERTIBLES DUAL DECKBOXES

Scheduled to ship in October 2018.



BLACK

LGN BF03174 PI



BLUE

LGN BF03204 PI



GREEN
LGN BF03297 PI



RED
LGN BF03310 PI



WHITE
LGN BF03280 PI

LETIMAN GAMES



THE NEVERLAND RESCUE

The *Neverland Rescue* is an asymmetrical 2-player game in which opponents take on the role of either our hero Peter Pan, or the treacherous Captain Hook. Hook will gather clues and deploy their dastardly henchmen to determine the final five hideouts of Peter Pan and their companions, while Peter will attempt to rescue their captured friends, keep them safe, and save the land they loves. Throughout the battle, players will feel the pull of their belief in Fairies, which could just as well lead them to victory in Neverland! Scheduled to ship in January 2019.

LTM 009 \$25.00

MANTIC ENTERTAINMENT

KINGS OF WAR

Scheduled to ship in February 2019.



NIGHTSTALKER SPECTRES/ SCARECROWS HORDE

MGE MGKWN301 \$44.99



NIGHTSTALKER TERROR

MGE MGKWN403 \$44.99

MAX PROTECTION

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O/A 1 SCREW SCREWDOWN FOR STANDARD 20PT CARDS

MAX MX-1S PI



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MAX MX-1S-THICK PI



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MAX MX-1S-SUPERTHICK PI



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MAX Z3020M PI



O/A PERFECT FIT INNER SLEEVES - SMALL (100)

MAX Z3020J PI

MR. B GAMES

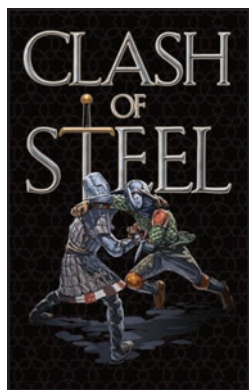


RACCOON TYCOON

In *Raccoon Tycoon*, players try to produce the most valuable commodities in an ever changing market. They then use those commodities to build towns, or sell them at the best price to secure great profits that can be used to win auctions for the all-important railroads. The profits may also be used to buy powerful buildings that give the players power-ups or production bonuses. Owning the best towns and railroads determines victory. There can be only one 'top dog' in Astoria. Is it you? MIB FRB1300.....\$49.99

NOCTURNAL MEDIA

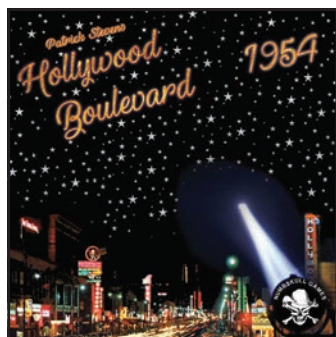
OFFERED AGAIN



O/A CLASH OF STEEL

Choose your weapons and clash steel with your foe in a duel to the death. *Clash of Steel* is a two-player card game of medieval duels, including two tuckbox decks and rulebook inside a magnetic-clasp outer box. Choosing your stance, select your target, manage your limited stamina, predict your opponent's actions while feinting and bluffing your own, and whittle their defenses down until you can land the final blow. NMA 6138.....\$14.99

NUMBSKULL GAMES



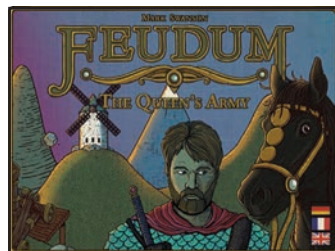
HOLLYWOOD BOULEVARD

In *Hollywood Boulevard*, players are theater owners tasked with picking films that will generate more money than any of their competitors. Each film will generate money by rolling dice. The more dice, usually the more money. There are various methods of gaining more dice such as advertising, amenities, advanced projectors, and chance cards. Scheduled to ship in November 2018. NUM 016.....\$69.99

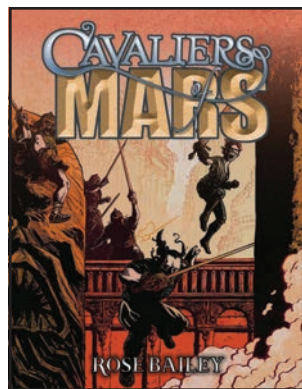
ODD BIRD GAMES

FEUDUM: THE QUEEN'S ARMY

Oh Bullocks! The Queen's tyranny is spreading throughout the kingdom. Her army marches to vanquish the behemoth. And, you're next. *Feudum: The Queen's Army* is a solo/multiplayer expansion that pits you against the Queen and her royal army in an epic battle for dominion. Scheduled to ship in November 2018. ODD 150.....\$14.99



ONYX PATH PUBLISHING



CAVALIERS OF MARS

In *Cavaliers of Mars*, players take the role of a Martian adventurer. They could be a cast-out priestess, or a tradesman who's put down his tools in search of adventure. They might even be a grizzled cavalier, who can charm and ride any beast, including the wind itself. But whoever they are, the players will pit their personal codes of honor against a world by turns romantic and forsaken. They'll find themselves tangled in intrigues and wars, with only their friends to save them when their passions carry them too far. This world needs heroes, and that's the one thing players can't help being. Scheduled to ship in November 2018. ONX COM001.....\$35.00



MONARCHIES OF MAU

In *Monarchies of Mau* cats have inherited the world, unifying their six fractious monarchies after untold centuries. These cats have been uplifted to use tools and language, and they seek to rediscover the ruins of the Old Ones. Some have learned to use the leftover technology of humanity, but they believe it to be magic given to them by their lost worshippers. Others seek to create a cohesive nation, using Precepts of Mau agreed to after years of political conflict. Scheduled to ship in November 2018. ONX PUG005.....\$50.00



SCARRED LANDS: WISE & THE WICKED 2ND EDITION

The *Wise & the Wicked Second Edition* introduces a gallery of *Scarred Lands* characters who carry out the will of the gods or the fallen titans. This compendium of non-player characters may be introduced in a *Scarred Lands* campaign as good friends, bitter enemies, temporary allies, invaluable contacts, and more. This supplement requires use of the *Dungeons & Dragons 5th Edition* core rule book, and is compatible with D&D 5E rules. Scheduled to ship in November 2018. 5E ONX SL005.....\$24.99

PATHFINDER EDITION
ONX SL006.....\$24.99



SCARRED LANDS: PLAYERS GUIDE

Drawing enthusiastically on Greek mythology, the revised and re-imagined *Scarred Lands* retains its place as a modern fantasy RPG setting. This is a world shaped by gods and monsters, and only the greatest of heroes can expect to be counted among them. In the *Scarred Lands Player's Guide*, players build a character to adventure on the most populous continent of Scarn, Ghelspad, which plays host to vast unexplored regions, hides unsolved riddles from ancient cultures, and taunts adventures with the promise of undiscovered riches hidden among the ruins of older civilizations. Scheduled to ship in November 2018. 5E ONX SL003.....\$49.99

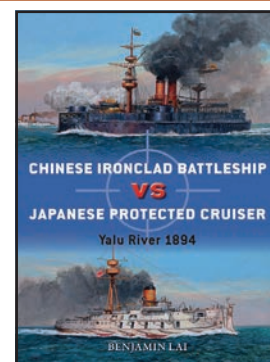
PATHFINDER EDITION ONX SL004.....\$49.99

OSPREY PUBLISHING



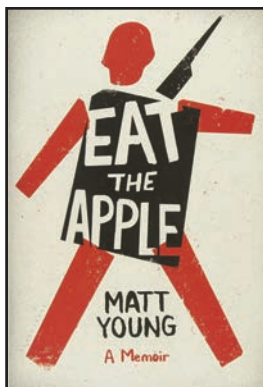
ARMIES OF THE MEDIEVAL ITALIAN WARS 1125-1325

Using detailed color plates, this beautifully illustrated book describes the myriad of armies and navies that fought for control of Italy in the Middle Ages. The great powers of medieval Europe fought continuously in the Italian peninsula between the 12th and 14th centuries as they sought to expand their territory. Invading armies from Germany — the Holy Roman Empire — saw the creation of the defensive Lombard League of northern Italian city-states. These struggles resulted in conflicts between rival confederacies, which in turn proved to be the catalysts for developments in organization and tactics. OSP MAA523.....\$18.00



CHINESE IRONCLAD BATTLESHIP VS JAPANESE PROTECTED CRUISER: YALU RIVER 1894

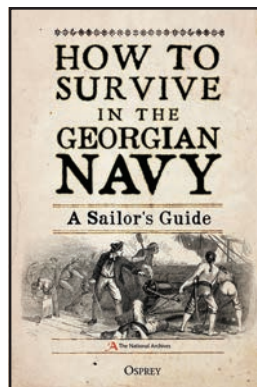
The 1894-95 war between China and Japan, known in the West as the First Sino-Japanese War, lasted only nine months, but its impact resonates today. The Chinese Beiyang (Northern) Fleet was led by her flagship, Dingyuan, and her sister ship, Zhenyuan, which were the biggest in Asia. For their part the Japanese fleet, including the Matsushima and her sister ships Itsukushima and Hashidate. The scene was set for a bloody confrontation that would stun the world and transform the relationship between China and Japan. OSP DUE092.....\$20.00



EAT THE APPLE: A MEMOIR

A gut-wrenching, beautiful memoir which explores toxic masculinity and the devastating consequences of war on one impressionable young soldier Matt Young joined the Marine Corps aged eighteen, after a drunken night that culminated in him crashing his car into a fire hydrant. The teenage wasteland he fled followed him to the training bases of California. Young survived training and then three deployments to Iraq as an infantryman. *Eat the Apple* is the searing and honest response to those years. Visceral, ironic, self-lacerating and ultimately redemptive, Young's story drops us unarmed into Marine Corps culture and lays bare the vulnerability of those on the front lines and the true, if often misguided, motivations that drove a young man to a life at war.

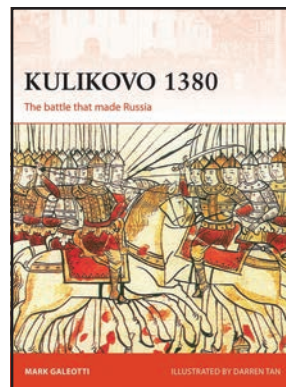
OSP BLH002.....\$16.00



HOW TO SURVIVE IN THE GEORGIAN NAVY: A SAILOR'S GUIDE

Using descriptions from contemporary documents and writings, this concise book explores what it was like to be a sailor in the Georgian Navy of the later 18th and early 19th centuries. It looks at how a seaman could join the Royal Navy, including the notorious 'press gangs'; what was meant by 'learning the ropes'; it was just that in fact; and the severe punishments that could be levied for even minor misdemeanors as a result of the Articles of War. Military tactics, including manning the guns and tactics for fending off pirates are also revealed, as is the problem of maintaining a healthy diet at sea and the steps that sailors themselves could take to avoid the dreaded scurvy. There is also material on how to spot the signs of an impending mutiny and the kind of scientific observation and experimentation that could be carried out on board.

OSP GM350.....\$15.00



KULIKOVA 1380: THE BATTLE THAT MADE RUSSIA

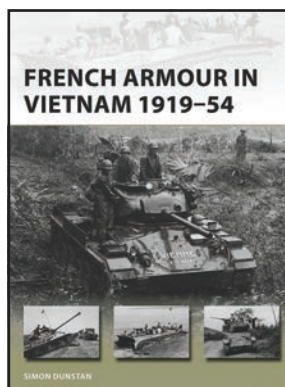
Using specially commissioned artwork, this is the engrossing story of the victory at Kulikovo in 1380 that heralded the birth of Russian statehood. The 13th-century Mongol conquest of the Rus' — the principalities of Russia — was devastating and decisive. Cities were laid waste, new dynasties rose, and for a hundred years the Russians were under unquestioned foreign rule. However, the Mongols were conquerors rather than administrators and they chose to rule through subject princes. This allowed the Rurikid dynastic princes of Moscow to rise with unprecedented speed. With the famed 'Mongol Yoke' loosening, Grand Prince Dmitri of Moscow saw in this an unparalleled opportunity and rebelled.

OSP CAM332.....\$24.00

ENGLISHMAN ABROAD AN: SOE AGENT DICK MALLABY'S ITALIAN MISSIONS 1943-45

The debonair Special Operations Executive agent Richard 'Dick' Mallaby was the first Briton to be sent to Italy as an SOE operative, parachuted unceremoniously into Lake Como in August 1943. Arrested and initially tortured by the Italian authorities, he managed to sweet-talk his way out of trouble and helped Marshal Pietro Badoglio and King Victor Emmanuel III escape to the Allied lines. He also helped negotiate the armistice with Italy, for which he was awarded the Military Cross. He was back in action in 1945, when he crossed into Fascist-controlled northern Italy from Switzerland but was swiftly captured and interrogated by the SS. Narrowly avoiding a firing squad once again, he helped to secure the surrender of 800,000 German forces in Italy in May 1945. Based on 20 years of research, Gianluca Barneschi has uncovered the true story of a real-life James Bond.

OSP GM353.....\$25.00



FRENCH ARMOUR IN VIETNAM 1945-54

French Armour in Vietnam 1945-54 uses a variety of photos from the private collections of two French generals of the campaign, and full color plates of rarely illustrated vehicles, to tell the complete story of the tanks and armored fighting vehicles that the French employed in their colonies in Indo-China.

OSP NVG267.....\$18.00



JAPAN 1944-45: THE DEVASTATING B-29 STRATEGIC BOMBING CAMPAIGN

Japan 1944-45 examines the only time in history that a major war was ended by the use of air power. It shows how the United States used a combination of industrial capability and geography to devastate Japan from the air, and why the Japanese, despite a promising start to their defense, proved unable to prevent the XXIst Air Force from destroying their country. Since the early 1930s air power advocates had claimed that aerial bombardment alone could defeat a nation. Yet by January 1945, while it had been the key to winning ground campaigns, from the German Blitzkrieg to the Allies' advance across the Pacific, air power had failed to demonstrate their most audacious claim: that strategic bombing, by itself, could win a war. The United States sought to prove it by reducing the Japanese Home Islands' military and industrial capability through bombing alone until they had to surrender.

OSP ACM009.....\$20.00



MORNING STAR, MIDNIGHT SUN: THE EARLY GUADALCANAL- SOLOMONS CAMPAIGN

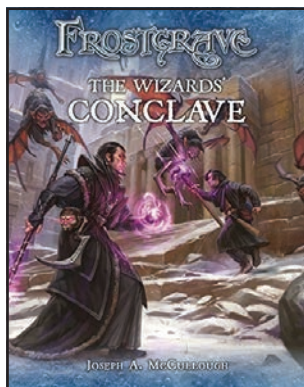
Following on from his hugely successful book *Rising Sun, Falling Skies*, Jeffrey R. Cox tells the gripping story of the first Allied offensive of the Pacific War, as they sought to prevent Japan from cutting off Australia and regaining dominance in the Pacific. Following the disastrous Java Sea campaign, the Allies went on the offensive in the Pacific in a desperate attempt to halt the Japanese forces that were rampaging across the region. With the conquest of Australia a very real possibility, the stakes were high. Their target: the Japanese-held Solomon Islands, in particular the southern island of Guadalcanal.

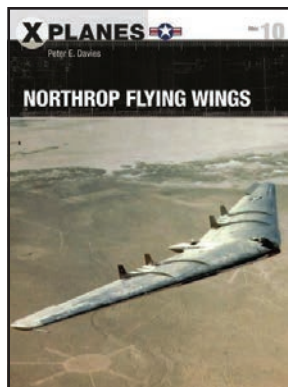
OSP GM351.....\$15.00

FROSTGRAVE: THE WIZARDS CONCLAVE

In this new supplement for *Frostgrave*, some of the biggest names in gaming turn their creative powers towards the Frozen City, each contributing a scenario and adding their own flair to the game. Featuring scenarios by Alessio Cavatore, Alex Buchel, Andy Chambers, Gav Thorpe, Chris Pramas, Daniel Mersey, Andrea Sfiligoi, and many more. This tome provides a collection of adventures that will pit players against unimaginable foes and challenges, pushing their wizards and warbands to new limits. Wizards tend to be solitary, keeping to themselves and associating with a select few apprentices, followers, and henchmen. It is rare that they spend time in the company of other spellcasters, and rarer still that they work together. Now, however, something is about to take place that has not occurred since the great days of Felstad — a gathering of wizards.

OSP FGV009.....\$25.00





NORTHROP FLYING WINGS

World War II brought a need for very long-range bombers and Northrop received a contract for a 172-ft span bomber, the B-35. Several of these were built, gradually evolving into the definitive XB-35 configuration. Testing revealed that the aircraft was invisible to radar, but engineers struggled to overcome the design challenges and several pilots were lost in crashes. But the greatest legacy was the first operational flying wing — the Northrop Grumman B-2 stealth bomber, which used much of the hard-won experience from the pioneering programs of half a century before.

OSP XPL010 \$20.00



REALITY'S EDGE:

CYBERPUNK SKIRMISH RULES

Welcome to *Reality's Edge*, a wargame so shiny you are going to need mirror shades. Set in a dystopian cyberpunk future, players take on the role of a data-jack, a mercenary hacker who leads a small team of trusted operatives and disposable freelancers. Funded by shadow backers, the data-jacks accept jobs from faceless clients for profit, glory, and better chrome... always better chrome. Battles take place in the concrete jungle known as the Sprawl, but data-jacks must remain wary of the threat posed by Cyberspace. This is a world obsessed with whether something can be done, not whether it should.

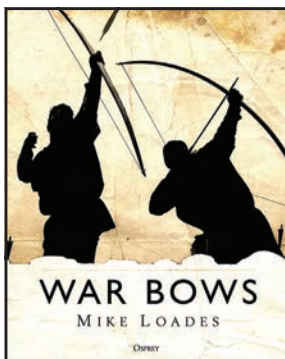
OSP REL001 \$35.00



PANZERARTILLERIE: FIREPOWER FOR THE PANZER DIVISIONS

The German Panzerartillerie was one of the key components of the Panzer divisions that were the spearhead of the German forces in the years when they overran most of Western Europe and reached as far as the gates of Moscow in the East. Warfare in the age of Blitzkrieg required fast-moving, mobile artillery that could support forward units at the front line, and the Panzerartillerie provided that for the Wehrmacht. The Allies had no answer or equivalent to them until the US entry into the war.

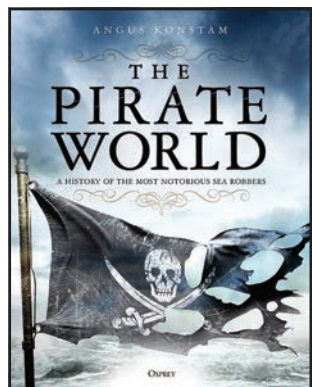
OSP GM283 \$40.00



WAR BOWS: LONGBOW, CROSSBOW, COMPOSITE BOW AND JAPANESE YUMI

War bows dominated battlefields across the world for centuries. In their various forms, they allowed trained archers to take down even well-armored targets from great distances, and played a key role in some of the most famous battles in human history. Historical weapons expert Mike Loades reveals the full history of these four iconic weapons that changed the nature of warfare. Complete with modern ballistics testing, action recreations of what it is like to fire each bow and a critical analysis of the technology and tactics associated with each bow, this book is a must-have for anyone interested in ancient arms.

OSP GM284 \$35.00



PIRATE WORLD: A HISTORY OF THE MOST NOTORIOUS SEA ROBBERS

Often romanticized in print and on the silver screen, real-life pirates were a brutal menace that plagued the high seas. In this book, Angus Konstam separates myth from reality, tracing the history of piracy through the centuries, from the pirates who plagued the Ancient Egyptians to the Viking raids and on to the era of privateers. He discusses the so-called 'Golden Age of Piracy' and colorful characters such as Blackbeard and Captain Kidd, before examining the West's initial encounters with Eastern pirates off the Chinese coast and the phenomenon of the modern pirate. Highly

illustrated with color images and specially commissioned maps throughout, this is a unique exploration of the pirate world.

OSP GM324 \$35.00

Kitty Paw

Valentine's Day Edition

© 2018 Renegade Game Studios

Number of Players: 2-4

Playing Time: 15-30 min

Ages: 6+ MSRP: \$20

www.renegadegames.com



PATHFINDER RPG: ADVENTURE PATH - THE TYRANT'S GRASP PART 1 - THE DEAD ROADS

The calamitous return of the lich-king known as the Whispering Tyrant pitches the heroes into the land of the dead, but alive and intact. When the psychopomps — guides for the deceased — are at a loss to explain their unusual arrival, the heroes must navigate a treacherous landscape along the secret Dead Roads that tie the afterlife to the living world. Scheduled to ship in February 2019.

PZO 90139\$24.99



PATHFINDER RPG: CAMPAIGN SETTING - RETURN OF THE RUNELORDS POSTER MAP FOLIO

Explore a humble seaside town, a mysterious Thassilonian city, or the ancient nation of Thassilon itself! Pore over masterful cartography and plan exciting adventures with these three massive poster maps designed for use with the *Return of the Runelords Adventure Path*. Scheduled to ship in February 2019.

PZO 92113\$19.99



by cartographer Jason A. Engle, you can add fires, blockades, floods, and sinkholes to your city. All perfect for the next time the heroes take a wrong turn in the big town! Suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal. Wet, dry, and permanent markers erase from the tiles! These double-sided dungeon tiles come in convenient packaging for easy storage. Scheduled to ship in February 2019.

PZO 4078\$19.99



PATHFINDER RPG: FLIP-MAT - BIGGER SEWER

Whether your players are escaping foes using a city's subterranean passages or searching for the hideout of thieves or cultists, *Pathfinder Flip-Mat: Bigger Sewer* has you covered. With an area that's 45% larger than normal *Pathfinder Flip-Mats* at their disposal, Game Masters can now dream even bigger! This massive gaming accessory provides two sides of massive sewers, for when the dungeon is just not disgusting enough. Can the heroes evade danger and avoid being covered with offal? That's up to you! Don't waste your time drawing patches of sludge, pipes, and rat nests. With *Pathfinder Flip-Mat: Bigger Sewer*, you'll be ready the next time your players have to brave the sewers and the disgusting creatures that dwell there!

PZO 30095\$19.99



PATHFINDER RPG: FLIP-MAT CLASSICS - HILL COUNTRY

Whether your party is tracking monsters through the misty highlands or fighting a guerrilla campaign against an invader, no Game Master wants to spend time drawing every fold and bluff that the party might hide behind. Fortunately, with the latest *Pathfinder Flip-Mat Classics*, you don't have to! This line of gaming maps provides ready-to-use and detailed fantasy set pieces for the busy Game Master. Scheduled to ship in February 2019.

PZO 31023\$13.99

PATHFINDER RPG: FLIP-TILES - URBAN PERILS EXPANSION

The city can be a rough place! *Pathfinder Flip-Tiles: Urban Perils Expansion* is the first expansion to the *Pathfinder Flip-Tiles: Urban Starter Set*! With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can add fires, blockades, floods, and sinkholes to your city. All perfect for the next time the heroes take a wrong turn in the big town! Suitable for experienced GMs and novices alike, this product fits perfectly into any Game Master's arsenal. Wet, dry, and permanent markers erase from the tiles! These double-sided dungeon tiles come in convenient packaging for easy storage. Scheduled to ship in February 2019.

PZO 4078\$19.99



STARFINDER RPG: ADVENTURE PATH - DAWN OF FLAME 1 - FIRE STARTERS

A magical portal to the Plane of Fire disappears into the sun just after creatures exit it for the first time in recorded history. An overwhelming telepathic burst from within the sun quickly follows, and a scientist recruits the heroes to help her find out what's going on. Scheduled to ship in February 2019.

PZO 7213\$22.99



STARFINDER RPG: PAWNS - AGAINST THE AEON THROWN PAWN COLLECTION

The characters, villains, and starships of the *Against the Aeon Throne Adventure Path* come alive on your tabletop with this collection of more than 100 creature and starship pawns, designed for use with the *Starfinder Roleplaying Game* or any tabletop science fantasy RPG. Scheduled to ship in January 2019.

PZO 7407\$19.99



STARFINDER RPG: PAWNS - ALIEN ARCHIVE 2 PAWN BOX

The interstellar perils of *Starfinder Alien Archive 2* come alive on your tabletop with this box-busting collection of more than 300 creature pawns for use with the *Starfinder Roleplaying Game* or any tabletop science fantasy RPG! Scheduled to ship in February 2019.

PZO 7408\$44.99

PANDASAURUS GAMES

SPOTLIGHT ON



MACHI KORO: 5TH ANNIVERSARY EDITION

The Smash hit *Spiel Des Jahres* nominee is back in an all new, better than ever edition! All new 3D molded custom coins in three sizes and colors — no more punchboard money! Brand new 20mm chunky dice reworked rulebook for even simpler set up and play! New spot UV and gold foil on box set it apart from other games on the shelf! Scheduled to ship in December 2018.

PAN 201821\$29.95

PARADIGM CONCEPTS



ARCANIS 5E CAMPAIGN SETTING

This 416 page book includes: New Clerical Aspects; New races and sub-races unique to Arcanis; Psionic rules; New Classes such as the Holy Champion, Psion and Shaman; New Backgrounds, Combat Schools, Feats, and Spells; Upgrade your Inspiration rules with the new Fate mechanic; An introduction to the Origins-Award winning *Arcanis Campaign Setting*. This book is an indispensable resource for both players and Game Masters alike. Scheduled to ship in November 2018.

PCI 2600.....\$49.99

PETERSEN GAMES



STARTROPOLIS

All alien civilizations want access to the Nexus, an exit point for every wormhole in the entire galactic octant. Rather than see bloodshed, the humans offered to let all share the Nexus peacefully. The humans would build the space station modules, ensuring compatibility, but the aliens would purchase and own the modules themselves. And thus Startropolis was born! You are the alien CEO of one of these galactic corporations, and your masters have given you seed money. What will you purchase? A solar power monopoly? Luxury habitats? Will you outperform your competition, and prove your dominance? Scheduled to ship in April 2019.

PTG STRP.....\$59.99



FLASH GORDON RPG: DOUBLE ACTION DECK

Two decks of gorgeous playing cards (Action Cards are used for initiative in *Savage Worlds*), featuring the best art from Alex Raymond AND Pinnacle's own incredible art team! These are standard poker size cards, so you can use them for regular card games as well! Scheduled to ship in December 2018.

S2P 11404.....\$19.99



FLASH GORDON RPG: KINGDOMS OF MONGO

Kingdoms of Mongo is a comprehensive guide to the many diverse lands that can be found upon, above, and even within the great rogue planet of Mongo. This in-depth guide explores the cultures, geography, technology, and denizens of each domain. It contains everything your explorer needs to survive beyond the safety and security of Mongo City's thick klangstone walls and energized lightning fields. Kingdoms of Mongo focuses on nine individual kingdoms: Arboria, Coralica, Frigia, Kira, Radiuma, Sky City, Skyland, Tropica, and Valkr. Scheduled to ship in December 2018.

HARDCOVER

S2P 11401LE.....\$39.99

SOFTCOVER

S2P 11401.....\$39.99



FLASH GORDON RPG

The *Flash Gordon Roleplaying Game* core rulebook contains updates to the *Savage Worlds* core rules system, new rules for powers, races, Edges and Hindrances, gear, rocket ships, and some of the most unique Setting Rules we've ever designed! It also includes a gazetteer of the fantastic world of Mongo, a Plot Point campaign, *Savage Tales*, and a host of heroes, villains, and horrific beasts for the Game Master's eyes only! The *Flash Gordon Roleplaying Game* requires the *Savage Worlds* core rules to play. Scheduled to ship in December 2018.

LIMITED EDITION HARDCOVER

S2P 11400LE.....\$39.99

SOFTCOVER

S2P 11400.....\$29.99

PINNACLE ENTERTAINMENT



FLASH GORDON RPG: BOX SET

Everything You Need to Play in the *Savage World of Flash Gordon*! Here's what you get in this incredible *Flash Gordon Collector's Box Set*! - A sturdy collector's box to hold all your books, dice, and Bannies!; *The Savage World of Flash Gordon RPG*; *Kingdoms of Mongo Sourcebook*; Tri-Fold Game Master Screen + 32-page Adventure "Journey to the Center of Mongo"; Combat Map 1: Arboria & War Rocket; Combat Map 2: Coralica & Fast Pursuit Rocket; Double Action Decks; Bannies; Custom Dice with Savior of the Universe Wild Die! Map of Mongo! A Set of six Cliffhanger Cards! A Set of four Gorgeous Bookmarks! Combat Chart! A Set of nine Ready to Play Pre-Generated Archetype Characters! A Set of two Propaganda Prints! Scheduled to ship in December 2018.

S2P 11406.....\$149.99

FLASH GORDON RPG: GM SCREEN & JOURNEY TO THE CENTER OF MONGO ADVENTURE

Tri-fold GM Screen plus a 32-page adventure, *Journey to the Center of Mongo* is an epic serial for *The Savage World of Flash Gordon* presented in six thrilling chapters! Your heroes travel into an uncharted realm: the Subworld of Mongo, home of Wandu, the crystalline kingdom of the mysterious mole-men. Challenge these strange subterranean dwellers! Confront ravenous, rock-eating tunnel gators! Combat Ming's soldiers for control of a massive white sapphire mine! While this campaign is designed to be run end-to-end, there are a few places where you can insert your own side-jants within this strange, unexplored realm. This product requires the *Flash Gordon RPG* and *Savage Worlds* core rules to play. Scheduled to ship in December 2018.

S2P 11405.....\$19.99



PLAID HAT GAMES



FEATURED ITEM



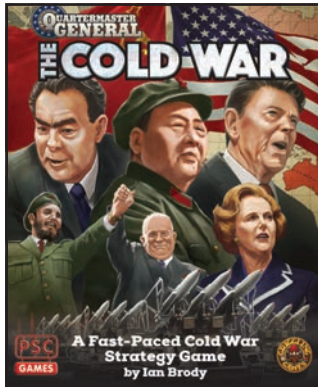
GEN7: BREAKING POINT EXPANSION

An expansion for *Gen7: A Crossroads Game* that includes more story content, a competitive play mode and more barracks, allowing games of up to six players. Scheduled to ship in January 2019.

PHG PH2301.....\$39.95



PLASTIC SOLDIER COMPANY

**QUARTERMASTER GENERAL:
THE COLD WAR**

The *Quartermaster General* series goes nuclear! You will play a Bloc of nations: the Soviet Bloc, the Western Bloc, or the Non-Aligned Bloc. Each Bloc is considered an enemy to each other Bloc, even if players decide to cooperate temporarily to preserve the balance of power. On your turn, you'll play cards to unfold a narrative of the Cold War, as it might have been. You may decide to use military force when espionage fails – but escalating tensions will reduce the penalty your enemies pay to use their WMDs in retaliation! Scheduled to ship in December 2018.

PSC QMG201\$65.80

POKÉMON USA

**POKÉMON TCG: SHINING LEGENDS
PREMIUM POWERS COLLECTION**

The Legendary Pokémon Ho-Oh is said to bring joy to any Trainer who sees it—particularly when it appears as a full-art promo card that paints this Rainbow Pokémon in rainbow colors! The *Shining Legends Premium Powers Collection* also includes never-before-seen foil cards featuring Shining Lugia, Shining Celebi, and Pikachu, plus eight Pokémon TCG: *Shining Legends* booster packs and a fantastic poster that shows off nine Shining Pokémon!

PUI 80341PI



SPOTLIGHT ON

**POKÉMON TCG: SUN & MOON - LET'S PLAY, PIKACHU! LET'S PLAY,
EEVEE! THEME DECK DISPLAY (8)**

Let's Play Decks contain more Pokémon and fewer Trainers with simpler cards for an experience aimed at a younger audience. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80615PI

**POKÉMON TCG: TOWERING SPLASH-GX TAG TEAM BOX**

Big Pokémon and little Pokémon both bring their own style—and working together, they can take on just about anything! These two Pokémon pair up as a TAG TEAM in this amazing collection, putting their skills together to challenge opposing Pokémon and discovering the power of two. Witness this astonishing display of teamwork up close—and take the first opportunity to add a *Tag Team Pokémon-GX* to your collection!

PUI 80378PI

**POKÉMON TCG: VAPOREON-GX/JOLTEON-GX/FLAREON-GX SPECIAL
COLLECTION CASE (12)**

Everyone loves Eevee – and its powerful Evolutions! Each of these three special collections includes two awesome cards from the Eevee family, both Pokémon-GX for maximum impact at the table and maximum fun as part of your Pokémon TCG collection! Command the arena with Eevee-GX and one of its Evolutions by your side – and rip into five Pokémon TCG booster packs to expand your collection! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 80371PI

PRIVATEER PRESS

HORDES

Scheduled to ship in January 2019.

**CIRCLE OF ORBOROS
THARN BLOOD SHAMAN
WARCASTER ATTACHMENT
(RESIN AND WHITE METAL)**

PIP 72110\$14.99

**SKORNE ABIDAN THE KEEPER
CHARACTER SOLO (RESIN AND
WHITE METAL)**

PIP 74107\$16.99

**SKORNE EXTOLLER NOVITIATE
SOLO (RESIN AND WHITE METAL)**

PIP 74112\$12.99

**SKORNE IMMORTAL VESSEL SOLO
(RESIN AND WHITE METAL)**

PIP 74109\$14.99

MONSTERPOCALYPSE

Scheduled to ship in January 2019.

**G.U.A.R.D. DEFENSE BASE
BUILDING (RESIN)**

PIP 51048PI

FLIGHT BASES (PLASTIC)

PIP 91159PI

**G.U.A.R.D. SKY SENTINEL
MONSTER (RESIN)**

PIP 51021PI

**MARTIAN MENACE COMMAND
POST BUILDING (RESIN)**

PIP 51050PI

**MARTIAN MENACE DEIMOS-9
MONSTER (RESIN)**

PIP 51023PI

MONSTER BASES (PLASTIC)

PIP 99160PI

UNIT BASES (PLASTIC)

PIP 91158PI

WARMACHINE

Scheduled to ship in January 2019.

**CRYX BLOODGORGERS UNIT
(RESIN AND WHITE METAL)**

PIP 34153\$89.99

**CYGNAR JOURNEYMAN
LIEUTENANT ALLISTER CAINE
SOLO (RESIN AND WHITE METAL)**

PIP 92043\$14.99



**PROTECTORATE OF MENOTH
POTENTATE SEVERIUS SOLO
(RESIN AND WHITE METAL)**
PIP 92046\$14.99

REAPER MINIATURES

DARK HEAVEN

BERGAMOT, HALFLING ROGUE
RPR 03917\$6.99



FALLOW LURKER
RPR 03911\$9.99



FELL SPIRIT
RPR 03921\$7.99



NAGENDRA ARCHER
RPR 03916\$10.79



NIGHTCLOAK
RPR 03918\$7.29

PERSEPHONE, MYTHIC HEROINE
RPR 03919\$8.29



SHADOWGAUNT
RPR 03920\$7.29

DARK HEAVEN BONES



TOMBSTONES
RPR 77534\$7.99

DUNGEON DWELLERS



**ADRASTEIA WINTERTHORN,
VAMPIRESS**
RPR 07010\$9.99

MASTER SERIES PAINTS

SPOTLIGHT ON



**BONES ULTRA-COVERAGE
DUNGEON DWELLERS PAINT
SET: DUNGEON COLORS**
RPR 09975\$21.99



**BONES ULTRA-COVERAGE
DUNGEON DWELLERS PAINT
SET: MONSTER COLORS**
RPR 09974\$21.99

THE ESTATES BID AND BUILD



**Simply
Complex**
By Capstone Games



**Capstone
Games**

NOVEMBER 2018



GAMES

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**GDM
DEC
2018**

57

**GHOSTBUSTERS CARD GAME** (RGS00852)

- Compete to collect ghosts from the Ghostbusters universe!
- Call on your friends to help you set ghost traps!
- Capture the highest point ghosts on the board!

MSRP: \$20 **Ages:** 8+ **2-5 Players** **20-30 Min**

Available Now!

**KITTY PAW: VALENTINE'S DAY EDITION** (RGS00854)

- A Valentine and a game for your special someone this holiday!
- Same classic game, special edition box!
- Adorable and easy to learn for the whole family!

MSRP: \$20 **Ages:** 6+ **2-4 Players** **15-30 Min**

January Release!

**THE TEA DRAGON SOCIETY CARD GAME** (RGS00811)

- Based on the Oni Press graphic novel by Katie O'Neill.
- Beautifully illustrated with cute little dragons.
- Light card game with some deck building concepts.

MSRP: \$20 **Ages:** 10+ **2-4 Players** **30-60 Min**

Available Now!

**ARBORETUM** (RGS00830)

- Create the most beautiful and efficient path through the garden.
- Plant as many trees as possible, but make sure to save some to exert your control.
- Stunning new art from Beth Sobel compliments this elegant card game.

MSRP: \$20 **Ages:** 8+ **2-4 Players** **30 Min**

Available Now!

**HOKKAIDŌ** (RGS00857)

- Journey from Honshū to the mountains of Japan's Northern Island, Hokkaidō!
- Expand your personal map by drafting new cards and terraforming your land.
- Complete new goals as you explore this second map-building game in the Nippon series.

MSRP: \$25 **Ages:** 8+ **2-5 Players** **30 Min**

February Release!

**SPELL SMASHERS** (RGS00831)

- Spell Words! Smash Monsters!
- Visit the town to gear up, buy potions & ale, and receive quests.
- Solo mode! Can you defend the town from the incoming waves of monsters?

MSRP: \$50 **Ages:** 12+ **1-5 Players** **45-60 Min**

Available Now!



PASSING THROUGH PETRA (RGS00832)

- Push tiles through canyons and markets to maximize profits
- Expand influence by adding market stalls, buildings, and hiring villagers.
- Unique action selection on spatial grid.

MSRP: \$60 **Ages:** 14+ **2-4 Players** **60 Min**

December Release!



REYKHOLT (RGS00848)

- Plant fresh vegetables in your greenhouses!
- Fill orders from hungry tourists to win the game!
- Includes "Story Mode", a unique alternative way to play!

MSRP: \$60 **Ages:** 14+ **2-4 Players** **60 Min**

November Release!



KIDS ON BIKES STRANGE ADVENTURES VOL 1 (RGS04853)

- Official story hooks for your Kids on Bikes adventures!
- 20 unique town settings created by seasoned writers!
- Make sure to grab your flashlight for these thrilling adventures!

MSRP: \$19.99 **Designer:** John Gilmore and Doug Levandowski

Cover Artist: Heather Vaughan

February Release!

**NEW!
LISTING!**



OUTBREAK: UNDEAD.. 2ND ED GAMEMASTER'S GUIDE (RGS04860)

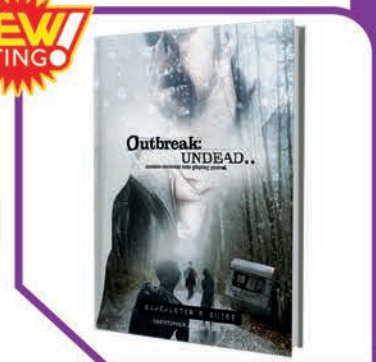
- Fight the undead hordes, survive incredible odds, and rebuild civilization!
- 2nd edition of the ENnie Award-Winning RPG
- Free Online Assessment tool allows you to play as YOURSELF!

MSRP: \$49.99 **Designer:** Christopher J. De La Rosa

Cover Artist: Christopher J. De La Rosa

February Release!

**NEW!
LISTING!**



RESTORATION GAMES



FIREBALL ISLAND: WRECK OF THE CRIMSON CUTLASS

Wreck of the *Crimson Cutlass* introduces a new play area to *Fireball Island: The Curse of Vul-Kar*. The ship features new treasures to collect and introduces new action cards with more of a take-that feel. On the ship, you'll face two new threats. The crew's nest collect marbles until it suddenly tips over, spilling them all over the deck of the ship. The jolly roger in the bow launches a single marble toward anyone foolish enough to take the captain's wheel. Scheduled to ship in January 2019.

REO 9101\$39.95



SET OF 6 SKELETONS

R41 67017\$23.99



SET OF 6 ZOMBIES

R41 67007\$23.99

R & R GAMES

ROCK MANOR GAMES



BRASS EMPIRE: NEW CANTON

In *New Canton*, a deluxe campaign expansion to *Brass Empire*, you select a hero and play through an epic legacy story of greed, corruption, love and tragedy. As you play through the twelve game legacy campaign, you will be changing the rules, unlocking cards, customizing decks and progressing through a unique character's story between every match. Your story doesn't end with the campaign. When the campaign is over, all of the cards you unlocked can be added to the original *Brass Empire* like a traditional card game expansion. Scheduled to ship in November 2018.

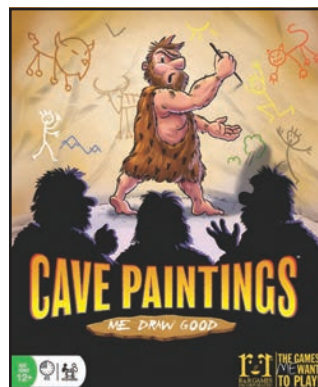
RMA 102\$50.00



MAXIMUM APOCALYPSE: GOTHIC HORRORS

The supernatural is real. Unspeakable horrors await those who venture out at night. Vampires drain the life of their victims while cultists summon strange creatures. We're hoping that we can scrounge together enough supplies to survive without our minds snapping, but it is a heavy burden to bear. *Maximum Apocalypse: Gothic Horrors* adds two new apocalyptic scenarios, Cthulu and Vampires. Face off against life draining vampires, ghouls and werewolves in a classic monster set or try and stop a bunch of cultists from summoning Cthulu or other unspeakable Lovecraftian horrors. Scheduled to ship in November 2018.

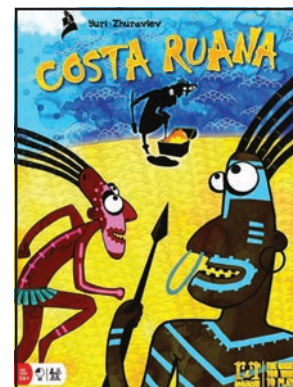
RMA 202\$40.00



CAVE PAINTINGS

Cave Paintings is a drawing game in which you don't have to draw well to win. The game includes team rules for playing with more than seven people, as well as an advanced variant should you be more Cro-Magnon than Neanderthal...

RRG 317\$24.99



COASTA RUANA

In *Coasta Ruana* you are a tribal chief. Send your natives to nearby islands to get your hands on more pirate treasure than your rivals. If you become Shaman, your decisions affect events, so your rivals will try to influence you by fair means or foul... Remember the number of treasures in other players' huts and manage your natives carefully – a few points can make the difference!

RRG 345\$29.99

SET A WATCH

The Kingdom is in grave danger. Powerful enemies are conspiring to resurrect the vile and powerful UnHallowed that your party has just slain. Now you, the mighty adventurers of the land, must visit these summoning locations and defeat the hordes of creatures behind this evil plot. It falls to four mighty adventurers, each of whom has a unique set of skills, to ban together once more to vanquish this evil before the UnHallowed consume the world in darkness. It is a battle to stay alive and keep the campfire burning! Use your wits and skill to fight for the light... or all will perish in the darkness. Scheduled to ship in November 2018.

RMA 110\$30.00



FIRST IN ROLL

Now all the plays are in the palm of your hand! Is it time to rush, pass or kick? Call the shots by using the play die you want. Picking the right plays could get a lot of yardage unless the defense sets up to correctly shut it down! Fumbles, interceptions, sacks, penalties, deep passes, breakaway runs... It's all in here!

RRG 661\$29.99

ROLE 4 INITIATIVE

PC CHARACTERS OF ADVENTURE

Scheduled to ship in December 2018.



SET OF 6 HUMANS

R41 6000A\$23.99



SET OF 6 ORCS

R41 6001A\$23.99

SCS DIRECT



MONSTER 3-RING 9 POCKET BINDER PAGES (25) - BLACK

Scheduled to ship in December 2018.

SDI MON-LAP-040PI



MONSTER TRADING CARD ALBUM: 4 POCKET DELUXE ZIPPER BOUND BINDER - BLACK

Scheduled to ship in December 2018.

SDI MON-4P-DZBPI

THE RISE OF QUEENSDALE



PLAY YOUR PART,

Disney Villainous



CLAIM YOUR DESTINY.

Woodlands

The Fable-ous tile-laying game



Ravensburger



MONSTER HYDRA MEGA 5 COMPARTMENT DECK BOX - BLACK

Scheduled to ship in December 2018.
SDI MON-BLK4DB-279 PI

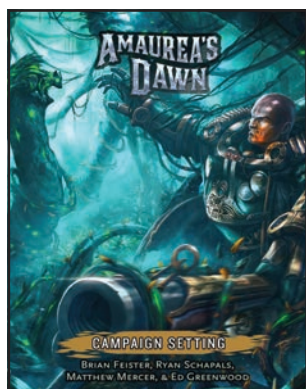
SET ENTERPRISES

ZANGLE CARD GAME

Twist the angle to make a Zangle.
Scheduled to ship in February 2019.
SEE 11000 PI



SEVENTH SPHERE



AMAUREAS DAWN CAMPAIGN SETTING

An ancient portal beckons. Each day more settlers pour into the perilous wilds of Amaurea, where elven guardians rally to protect their home from the invaders. Escape the smog-choked skies of Schlectenberg and explore the lush and fearsome jungles of the new world. Untold beauty and danger lie beneath the dense canopy, but opportunity arises for those who seek harmony or conquest. What will your legend be? Scheduled to ship in December 2018.

SVS 00003 \$40.00

OPEN LEGEND: CORE RULE BOOK

The *Open Legend* Core Rule Book contains everything that you need to start playing *Open Legend*, a multi-genre roleplaying game designed to combine freeform storytelling with strategic fun. Within its pages, players will learn how to create powerful heroes, equip them for unforgettable adventures, and send them forth to accomplish epic deeds. Game masters will learn to build exciting campaigns in legendary settings, fill them with compelling characters, and challenge the players at every turn with merciless villains and gripping plot twists. At the heart of *Open Legend* is the belief that the rules of the game shouldn't get in the way of the story you want to tell. Scheduled to ship in December 2018.

REGULAR EDITION

SVS 00001 \$40.00

LIMITED EDITION

SVS 00002 \$80.00



OPEN LEGEND DECKS

A beautiful deck of cards for referencing your favorite and most frequently used *Open Legend* banes at your gaming table. Features the *Open Legend* keyhole motif on the back card face. Scheduled to ship in December 2018.

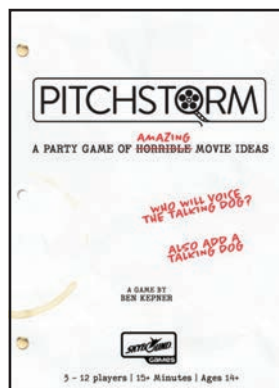
BANE

SVS 00005 \$15.00

BOON

SVS 00006 \$15.00

SKYBOUND ENTERTAINMENT



PITCHSTORM

From the publisher of *Superfight* and *Red Flags*, *Pitchstorm* is a party game that puts you in the position of an unprepared writer pitching movies to the world's worst executives. During each round of pitching, players take turns acting as the executive and giving terrible notes to every pitch. Scheduled to ship in November 2018.

SKY 101 \$30.00



PITCHSTORM: AWARDS SEASON - A VERY PRESTIGIOUS EXPANSION

The *Awards Season* deck is an expansion for *Pitchstorm* that adds a brand new mechanic and 100 new Awards cards. These cards are drawn at the start of every round and give every player ridiculous awards categories to aim for as they pitch their movies. Scheduled to ship in November 2018.

SKY 105 \$15.00



PITCHSTORM: CREATURE FEATURE - A HORROR EXPANSION

The *Creature Feature* Deck is an expansion for *Pitchstorm* that adds 100 gruesome new characters, plots, and notes based on classic and popular horror movies. Shuffle these cards into your deck, turn off the lights, and don't forget to check *INSIDE THE HOUSE!* Scheduled to ship in November 2018.

SKY 104 \$15.00



PITCHSTORM: DATE NIGHT - A ROMCOM EXPANSION

Light some candles and get that smooth jazz playing. The *Date Night* deck is an expansion for *Pitchstorm* that brings all of the romance and hijinks of romantic comedies to your terrible movie pitches. Scheduled to ship in November 2018.

SKY 102 \$15.00



PITCHSTORM: NC-17 - AN XXX EXPANSION

The NC-17 Deck is an expansion for *Pitchstorm* that includes 100 terribly offensive new characters, plots, and notes that should be immediately buried in the back of your closet and only removed when you have the house to yourself. Scheduled to ship in November 2018.

SKY 103 \$15.00

SODA POP MINIATURES

RELIC KNIGHTS: 2ND EDITION

Scheduled to ship in October 2018.



2-PLAYER STARTER

NJD 148021 \$99.99

DARKSPACE UNIT DECK

NJD 148023\$14.99



DIGEST RULEBOOK

This digest-sized rulebook contains the complete rules for playing *Relic Knights: 2nd Edition* in one compact volume. The *Digest Rulebooks* small format makes it an ideal product for players to take to game night, and its entry-level price makes it a perfect 2nd Edition starting point for veterans and new players alike!

NJD 148036\$14.99

SPHERE GAMES

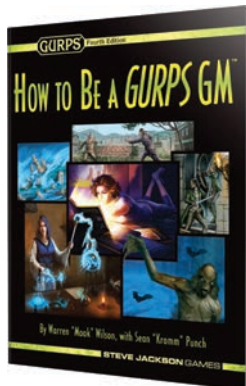
MINI DIVER-CITY

The objective is to save enough marine species before the industries destroy their habitat! Reveal an industrialist card from the deck to play the antagonist, and then it's the players turn.

SPG MIDIVEN100.....\$19.99



STEVE JACKSON GAMES



HOW TO BE A GURPS GM

GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals... and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need *How to Be a GURPS GM*. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. With *How to Be a GURPS GM*, you'll be on your way to unleashing the full potential of *GURPS* like never before! Scheduled to ship in December 2018.

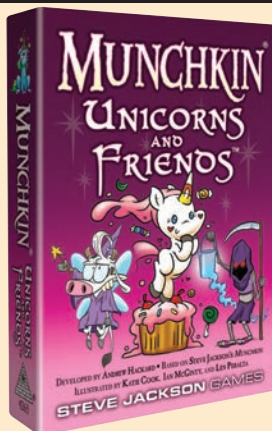
SJG 01609.....\$19.95

SPOTLIGHT ON

MUNCHKIN: UNICORNS AND FRIENDS

Munchkin mini-expansion loaded with unicorns, cows, and the undead! We're bringing even more wacky cards to *Munchkin* games everywhere. And this time around, to make things just a little more ridiculous, we've brought three of our favorite *Munchkin* artists together in a single set: Say hello to *Munchkin Unicorns and Friends*, illustrated by Katie Cook, Ian McGinty, and Len Peralta. Scheduled to ship in January 2019.

SJG 1574.....\$26.95



Calliope Games
www.CalliopeGames.com

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GAMES

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STONEMAIER GAMES



SCYTHE: ENCOUNTERS

Scythe Encounters is a boxed set of 32 new promo encounter cards designed by fans of *Scythe* and developed into the final cards by Jamey Stegmaier. We recommend that you play with this deck of cards by itself a few times to experience the new options before shuffling them into the original encounter deck.

GTG STM641\$20.00

STRONGHOLD GAMES

SPOTLIGHT ON



FINE SAND

You are at the beach during your vacation. Everything is peaceful and in harmony. Out of a pure love of life, you start to build a sand castle. Wait... what are your neighbors doing? Everywhere, sand castles rise up, but it was you who wanted to build the best, highest, biggest sand castle. Suddenly, everybody is in the middle of a competition. Everybody builds by themselves with the materials on hand. Who will deplete all their materials and win the sand castle competition? Every player for themselves, and all against each other, that's what's going on here. Frequently, you can off-load on your neighbors some unwelcome materials, but ultimately you are your own builders and only the player who uses their options best wins! Scheduled to ship in December 2018. SHG 6023.....\$44.95

STUDIO 71

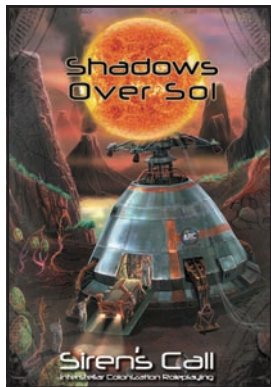
SPOTLIGHT ON



THE BINDING OF ISAAC: FOUR SOULS

The Binding of Isaac: Four Souls is a multiplayer card game about sacrifice, betrayal and hoarding. In the game, 2-4 players take turns playing loot cards and using items to kill monsters that yield more items, loot, and sometimes souls. Cooperation, barter and betrayal is encouraged. Scheduled to ship in January 2019. S71 001.....\$39.99

TAB CREATIONS



SHADOWS OVER SOL: SIREN'S CALL

Siren's Call is a campaign and sourcebook for the *Shadows Over Sol* roleplaying game. Its features include: A flexible campaign consisting of eight core scenarios, plus numerous optional side trek adventures and ample room for personal plots. Complete details on the ARC Project and Alpha Centauri system, with plenty of insight and plot hooks for other interstellar colonization scenarios. Ecological details and stat blocks for numerous exoplanetary lifeforms, enigmatic machines, human archetypes and individual characters. A new system for colony building, societal planning, advancement and mass combat. What type of society will you create? New interstellar colonization-related gear, vehicles and genelines! Scheduled to ship in December 2018.

TAB 1117.....\$34.99

TASTY MINSTREL



VIENNA

Having just arrived in 19th century Vienna, one is struck by the many possibilities offered by this great city and you need to ask yourself how best to get ahead. Should you try to win some fast money, or take a long-term approach by trying to win over influential patrons in the city? Scheduled to ship in November 2018. TTT 2022.....\$49.95



THE ARCHITECTS OF THE COLOSSEUM

Construction of a new amphitheatre in Rome has been ordered. An amphitheatre so large that it dwarfs all the others - a Colosseum! As a prominent architect, you have been tasked with the planning and building of the colosseum according to the specifications set forth by the Consul. Manage your resources well, and you may be named the Master Architect! This new game from famed designer Klaus-Jürgen Wrede includes a special insert where the walls of the colosseum are erected as the game is played. Scheduled to ship in December 2018.

TTT 2021.....\$59.95

TRADE ON THE TIGRIS

The Tigris river winds through the cradle of civilization, providing food, water, and a means of transportation for trade and dissemination of ideas between the various cities and towns along the way. In *Trade on the Tigris*, you are one of these cities. Each round, you gain development cards that provide new abilities, produce resources (in the form of cards), trade them with the other players, and turn in sets of these for profit (points).

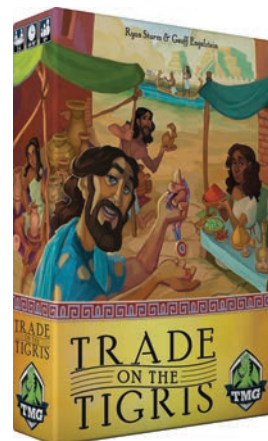
TTT 1023.....\$59.95



JUNGLI-LA

Each player in *Jungli-La* is a daring explorer, progressing through the dangers of the jungle in search of the fabled village of gold. However, the jungle is full of obstacles to overcome, and moving forward blindly will be a fatal endeavor. Move swiftly, but make sure you gain assistants that can sponsor your expedition and increase your glory. Roll dice to gather supplies, move deeper into the jungle, enlist the services of assistants in your quest... and of course collect treasure!

TTT 3018.....\$24.95



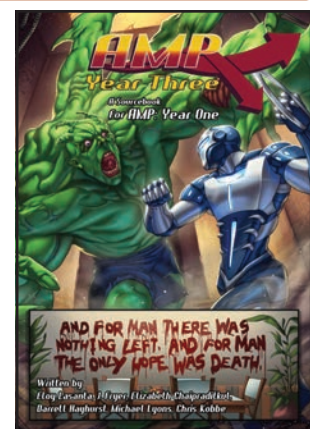
THIRD EYE GAMES



AMP: AFFILIATION GUIDE #1

The secrets of the world's first AMP Affiliations are revealed inside. The Seekers of Enlightenment, The Changelings, Typhoon and The United Human Front (UHF) couldn't be more different from each other, but each group brings their own unique powers and abilities to coming war. Scheduled to ship in December 2018.

3EG 604.....\$19.99



AMP: YEAR THREE

The War of 2017 has begun, and brings many things to the AMP universe... Heroes... Loss... even Rebirth. See what happens in the next year of people with powers changing the landscape of what it means to be human. Scheduled to ship in December 2018.

3EG 605.....\$19.99

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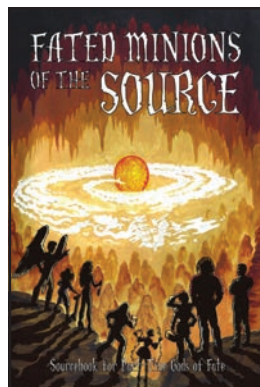
@GAMETRADEMEDIA



DIVINE INSTRUMENTS OF FATE

Surviving as a god is tough, and no one can last without the best tools available. The right followers can enhance your way of life and your power base. Possessing a powerful artifact can help to show your strength. Reinforcing your territory makes sure other gods know where the line in the sand is drawn. *Divine Instruments of Fate* expands on the most vital of these tools at a god's disposal: Worshippers, Territory and Relics. Scheduled to ship in December 2018.

3EG 205\$19.99



MINIONS OF THE SOURCE OF FATE

What is it like to be a monster? The Source is sometimes regarded as a fairy tale, some kind of bogeyman figure created to scare young gods into falling in line. The Outsiders know the truth however... the Source is returning and bringing the Coming Storm with it. *Fated Minions of the Source* is the second sourcebook for *Part-Time Gods of Fate* and reveals the mysteries of this elusive entity, as well as the many monsters and creatures who revere or detest its very existence. Scheduled to ship in December 2018.

3EG 206\$19.99



ACTION CATS! BLANK CARD EXPANSION

A 25 card expansion to *Action Cats* that lets you make personalized cards. Scheduled to ship in November 2018.

TWO 2001\$5.00



ACTION PUPS!

Coming in 2019 from Twogether Studios: *Action Pups*, a storytelling game from the creator of *Gloom* about the secret life of dogs. Scheduled to ship in February 2019.

TWO 2100\$20.00

NOT FINAL ART

TROLL LORD GAMES



5TH EDITION ADVENTURES: C6 - ENDS MEET

Ends Meet is a town of small intrigues in a forgotten corner of a wide world, but one whose very presence at the end of the road draws all manner of creatures, both good and evil. And when the casket of a child is unearthed by a violent storm, it triggers a series of events the town's inhabitants will talk about for years to come. This module includes a history of the town, a map of Ends Meet and its environs, details on all the town's major inhabitants, and a map of an abandoned crypt. Scheduled to ship in November 2018.

TLG 19323\$9.99

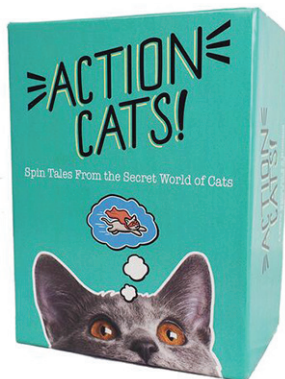


CASTLES & CRUSADES: A THRONE OF THE EARL KING

Stories told and circulated speak of a great northern temple and mountain where an ancient immortal king sits amid piles of glimmering gold and jewels. Few have ever been able to find it, or leave with what they find. Plunge into the wilds of the Black Forest and find the throne of King Toutrix and find out the deadly peril that lies in his temple and his pact with the dark goddess Adnoba. A mid-to high level adventure designed for your *Castles & Crusades* game. Scheduled to ship in November 2018.

TLG 8340\$9.99

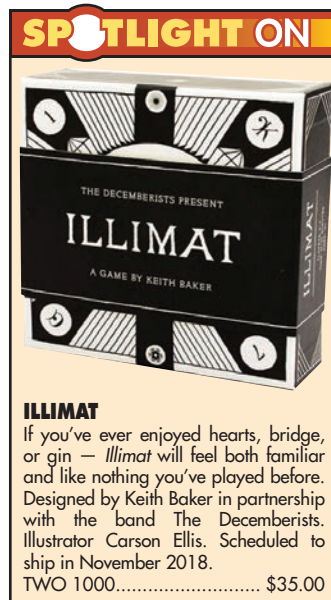
TWOTOGETHER STUDIOS



ACTION CATS!

A storytelling game from the creator of *Gloom* where you compete to tell the secret life story of a cat. Features 170 pictures of cats for ages 9-99. Scheduled to ship in November 2018.

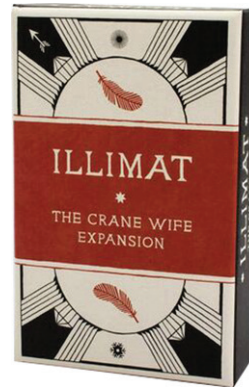
TWO 2000\$20.00



ILLIMAT

If you've ever enjoyed hearts, bridge, or gin — *Illimat* will feel both familiar and like nothing you've played before. Designed by Keith Baker in partnership with the band The Decemberists. Illustrator Carson Ellis. Scheduled to ship in November 2018.

TWO 1000\$35.00



ILLIMAT: THE CRANE WIFE EXPANSION

An expansion to *Illimat* featuring additional luminary cards, metal tokens, an a cloth bag, and rules variants. Scheduled to ship in November 2018.

TWO 1001\$16.00

PHOENIX: DAWN COMMAND ROLE PLAYING GAME

A fantasy role playing game with a unique card-based resolution system that drives action and storytelling. Comes with everything you need for a game master and players up to four; including a seven-mission adventure path you can run right out of the box! From Dan Garrison and Keith Baker (*Gloom*, *Eberron*) - where death is not your characters end. Scheduled to ship in November 2018.

TWO 3000\$49.00



ULTRA PRO INTERNATIONAL



ASCENSION: DELIVERANCE

In *Ascension: Deliverance*, the world of dreams has become a living nightmare. With the portal between dreams and reality opened, the world has descended into madness. Only you can harness the power needed to close the portal to the Dreamscape and restore the world to order. Throughout the game, players start with a small group

of loyal but untrained followers, you acquire mighty Heroes and powerful Constructs to aid you in your quest to defeat evil Monsters and achieve victory. Each turn, you will play cards to gain resources. These resources will allow you to acquire new Heroes and Constructs for your deck and defeat Monsters to earn rewards. At the end of the game, the player with the most Honor from cards they have acquired and Monster rewards is the winner. Scheduled to ship in November 2018.

UPI 10161PI



ASCENSION: YEAR FIVE COLLECTOR'S EDITION

Enjoy the beloved expansions Dreamscape and War of Shadows released in Ascension's fifth year with the Year Five Collector's Edition! Use Insight to access the Dreamscape that contains powerful Heroes, Constructs and Visions. Then, take part in the War of Shadows to harness the power of Night and Day. The Year Five Collector's Edition includes the base set of Ascension, Dreamscape and War of Shadows expansions, and all promo cards released throughout Ascension's fifth year. All cards and game board are treated in premium foil, and this unique Collector's Edition comes with a special token pouch to hold 100 game tokens. The game is packed in a full-color tin but also comes with a travel box and dividers for portability and organization. Don't miss out on this very special edition of Ascension! Scheduled to ship in December 2018.

UPI 10170..... PI



CARD SLEEVES: ANTIMICROBIAL SLEEVES (100)

Scheduled to ship in October 2018.

UPI 85854..... PI

DROPMIX

Scheduled to ship in October 2018.



MAGNETIC DUAL DECK BOX

UPI 85665..... PI



STANDARD DECK PROTECTOR SLEEVES (100)

UPI 85433..... PI

G.I. JOE RETRO

Scheduled to ship in December 2018.



DECK PROTECTOR SLEEVES (100)

G.I. JOE UPI 85838..... PI

G.I. JOE COBRA UPI 85839..... PI

G.I. JOE V3 UPI 85840..... PI



PLAY MAT

UPI 85843..... PI



PRO 100+ DECK BOXES

G.I. JOE UPI 85841..... PI

G.I. JOE COBRA UPI 85842..... PI



OVERSIZED DECK PROTECTORS: TOP LOADING (40)

Scheduled to ship in October 2018.

UPI 85787..... PI



POKÉMON: SUN & MOON 8 PORTFOLIOS

Scheduled to ship in October 2018.

4-POCKET UPI 85540-P..... PI

9-POCKET UPI 85541-P..... PI

RICK AND MORTY

Scheduled to ship in November 2018.



DECK PROTECTOR SLEEVES (65)

V1 UPI 85646..... PI

V2 UPI 85647..... PI

V3 UPI 85648..... PI



PRO 100+ DECK BOXES

V1 UPI 85643..... PI

V2 UPI 85644..... PI

V3 UPI 85645..... PI



PLAY MATS

V1 UPI 85649..... PI

V2 UPI 85650..... PI

V3 UPI 85651..... PI



TOPLOADER

Scheduled to ship in November 2018.



8.5" X 11" (25)

UPI 85864..... PI



BOX

UPI 85398..... PI



TRADING CARD BOX

Scheduled to ship in October 2018.

UPI 85670..... PI

TRANSFORMERS

Scheduled to ship in December 2018.



DECK PROTECTOR SLEEVES - HASBRO (100)

AUTOBOTS UPI 85846..... PI

BUMBLEBEE UPI 85861..... PI

DECEPTICONS UPI 85847..... PI

**PLAY MATS - HASBRO**

AUTOBOTS
UPI 85850..... PI

DECEPTICONS
UPI 85851..... PI

**PRO BINDER - HASBRO
BUMBLEBEE**

UPI 85863..... PI

**PRO 100+ DECK BOX - HASBRO**

AUTOBOTS
UPI 85848..... PI

BUMBLEBEE
UPI 85862..... PI

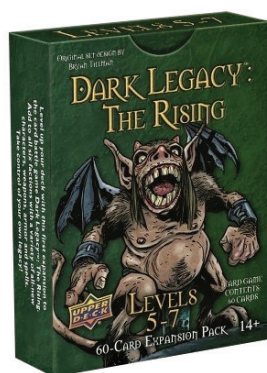
DECEPTICONS
UPI 85849..... PI

**UV MINI SNAP CARD HOLDER**

Scheduled to ship in November 2018.
UPI 85836-UV..... PI

**UV RECESSED SNAP CARD HOLDER**

Scheduled to ship in November 2018.
UPI 85938-UV..... PI

UPPER DECK**DARK LEGACY: THE RISING -
EXPANSION 1**

Fight for control of Titan using exotic creatures, weapons, armor and relics in *Dark Legacy: The Rising Expansion 1*. With skill and planning, your army will become stronger, more dominant! When you level up, stronger, more powerful weapons, armor and magical spells become available for you to use to annihilate your enemies. What are you waiting for? *Expansion 1* includes skill cards for every faction from level 5 to 7. Scheduled to ship in November 2018.

UDC 90161..... PI

**DARK LEGACY: THE RISING -
EXPANSION 2**

Fight for control of Titan using exotic creatures, weapons, armor and relics. For Skill Level 8-12. With skill and planning, your army will become stronger, more dominate! When you level up, stronger, more powerful weapons, armor and magical spells become available for you to use to annihilate your enemies. Scheduled to ship in November 2018.

UDC 90163..... PI

**DARK LEGACY: THE RISING -
EXPANSION 3**

Fight for control of Titan using exotic creatures, weapons, armor and relics. For Skill Level 13-20. With skill and planning, your army will become stronger, more dominate! When you level up, stronger, more powerful weapons, armor and magical spells become available for you to use to annihilate your enemies. Scheduled to ship in December 2018.

UDC 90165..... PI

**MARVEL LEGENDARY DBG:
ANT-MAN EXPANSION**

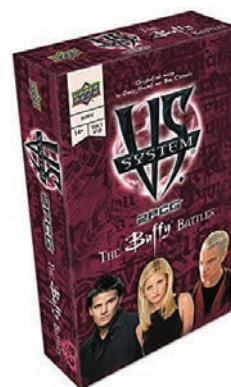
At long last, the addition of the Amazing Ant-Man to *Legendary!* The return of some keyword favorites like *Excessive Violence* as well as some new game mechanics! 100 new playable cards featuring original artwork!

UDC 90750..... PI

**VS SYSTEM 2PCG: MARVEL
CROSSOVER VOLUME 1**

Vs System 2PCG: Marvel Crossover Volume 1 is a complimentary companion set to previous issues, and this year's Crossover features all new playable cards for the following teams: A-Force, Femme Fatales, Champions, Inhumans, Monsters Unleashed, Leviathons, S.H.I.E.L.D., Hydra, the Brotherhood of Mutants, Spider-Friends, and the Sinister Syndicate. This 55 card Issue includes six new Main Characters and 10 new Supporting Characters to add to your decks!

UDC 91234..... PI

**VS SYSTEM 2PCG: THE BUFFY
BATTLES VOLUME 1**

In every generation, there is a chosen one, who will stand against the forces of darkness. She is the slayer. *Buffy the Vampire Slayer* joins *Vs. System 2PCG*, expanding the game into a new universe! Customize your team or enhance your existing deck by playing resources and recruiting Supporting Characters like Giles, Faith or Mr. Trick across 2 new team factions. This game-changing set features fan favorite Heroes and Villains like Buffy, Angel, Willow, and The Master with images straight from the show!

UDC 91232..... PI

VALLEJO**METAL COLOR**

Scheduled to ship in November 2018.

**ALUMINIUM DOPE**

VAL 77603.....\$32.39

**ENGINE**

VAL 77604.....\$32.39

**JET EXHAUST**

VAL 77602.....\$32.39



METALLIC PANEL
VAL 77601\$32.39



KRIEGSMARINE WWII GERMAN COLORS
VAL 71615\$21.44

MODEL AIR

Scheduled to ship in November 2018.



NUCLEAR SUBMARINES
VAL 71611\$21.44

RUINS & RUBBLE

VAL 71214\$21.44



STAR FIGHTER COLORS
VAL 71612\$21.44

MODEL COLOR

Scheduled to ship in November 2018.

BRITISH INFANTRY NAPOLEONIC WARS

VAL 70163\$21.44

FRENCH INFANTRY NAPOLEONIC WARS

VAL 70164\$21.44



NAPOLEONIC COLORS FRENCH & BRITISH 1789-1815
VAL 70149\$40.79

WARLORD GAMES

BLACK POWDER

Scheduled to ship in October 2018.



BLACK POWDER SECOND EDITION RULEBOOK

WLG 301010003PI



WATERLOO STARTER SET

WLG 301510002PI

KONFLIKT 47

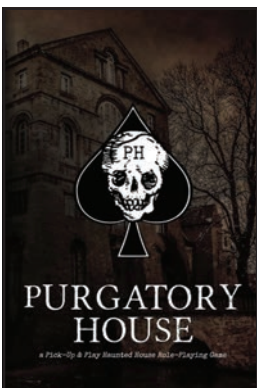
Scheduled to ship in October 2018.



ITALIAN FIREFLY PARACADUTISTI INFANTRY SQUAD

WLG 452211605PI

WICKED CLEVER



PURGATORY HOUSE RPG

Purgatory House is a pick-up and play, haunted house, role-playing game for three or more players. Featuring a simple Blackjack-based rules system, all you need are two decks of regular playing cards and a handful of tokens or coins. Infinitely re-playable and different every time. Purgatory House is easy to play, easy to run, and easy to die. The House always wins... Can you be the few who survive? Scheduled to ship in December 2018.
WCL 30001\$24.99

WIZARDS OF THE COAST

TRANSFORMERS TCG: METROPLEX DECK DISPLAY (8)

The Metroplex Deck contains the cards for one player to bring the Titan Metroplex into the Transformers Trading Card Game experience. It features the Metroplex, Scamper, Six-Gun, and Slammer character cards and a 40-card deck of battle cards including three battle cards... Rally the City, Height Advantage and Protected by Metroplex — not available in the Autobots Starter Set or the Transformers Trading Card Game Booster Packs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC C61590000\$159.92

WIZKIDS/NECA



FEATURED ITEM



DC REBIRTH HEROCLIX

DC HEROCLIX: DC REBIRTH BOOSTER BRICK (10)

DC Rebirth is DC Comics most recent reboot of the entire DC Universe that re-imagines many of the most iconic heroes and villains in a stunning, new light! This exciting interpretation of the DC Universe includes new iterations of the usual suspects from the Justice League, JSA, and Teen Titans as well as new and exciting themes like Deathstroke's Defiance, Justice League China, and the Dark Trinity of Bizarro, Red Hood, and Artemis! Long-time HeroClix fans will be ecstatic to see many never-before-clixed characters like Power Girl, The Signal, Colonel Poison, Bumblebee, Cyclone, Commander Steel, Shade the Changing Girl, Jessica Cruz, and Flex Mentallo alongside their favorite, iconic characters! Much like when readers saw the DC Rebirth comics for the first time were sure there are going to be some BIG surprises as they open these boosters! Scheduled to ship in April 2019.

WZK 73469\$129.90

DC HEROCLIX: DC REBIRTH DICE AND TOKEN PACK

The DC Comics HeroClix: DC Rebirth Dice and Token Pack contains two custom dice featuring a special icon to celebrate the release of the DC Comics HeroClix: DC Rebirth Booster Brick! The 6 action tokens and dice icon are themed around DC Rebirth! The DC Comics HeroClix: DC Rebirth Dice and Token Pack is a great way to enhance your HeroClix experience! Scheduled to ship in April 2019.

WZK 73473\$9.99

DC HEROCLIX: DC REBIRTH FAST FORCES

Celebrate the release of DC Comics HeroClix: DC Rebirth with a new Fast Forces set featuring the Justice League. DC Comics' most powerful and prolific superhero team reunites with all-new dials and two never-before-clixed characters from the Justice League of China: Super-Man (Kenan Kong) and Bat-Man (Wang Baixi). In this Fast Forces, you will also find core Justice League character like Aquaman, Cyborg, The Flash, and Wonder Woman! Once a player already has a Starter Set, a Fast Forces is a great way for them to construct a thematic team and build their collection! Scheduled to ship in April 2019.

WZK 73471\$16.99

THE EXPANSE: DOORS AND CORNERS EXPANSION

The *Expanses: Doors and Corners Expansion* contains five new modules that add an engaging element to the strategy and game play as players compete for dominance in the world of *The Expanse*. On top of that, you can use any number of modules in any combination in conjunction with the base game! New Tech allows variety and surprise in what powers are available. When a tech is earned you have a three random choices for that tech. Variable Setup allows fleets and influence to be placed anywhere at the start of the game. Scheduled to ship in February 2019.

WZK 73592 \$29.99



Packaging Not Final

PORTAL 2: SERIES IV COLLECTIBLE FIGURES (12)

Portal 2: Series IV Collectible Figures now feature six different open and closed versions of all-new decorative Turret designs to provide discreet protection in a variety of environments. But that's not all! Build your own Test Chamber with challenging puzzles using necessary testing elements like Cubes and high functioning Spheres! Scheduled to ship in June 2019.

WZK 73784 \$71.88



KODACHI

In 12th century Japan, you rested after the Gempai War, retiring your ninjato sword, desiring a life of peace. But, once again, the ruling families call for your special skills to establish their honor. You will need stealth and strength, cunning and intrigue, and the swiftness of a Kodachi sword! In *Kodachi*, you seek to steal treasures by facing guards in one of two ways. With strength, which requires you to play cards with higher numbers than the guards, or stealth, playing cards with lower numbers than the guards. Successfully acquired treasures can be used to generate rumors, bribe envoys, and strengthen your skills. Clan tokens are gained by playing envoys and when the last clan token is taken, the player with the highest score wins the game! Scheduled to ship in May 2019.

WZK 73761 \$19.99



FEATURED ITEM

MARVEL HEROCLIX: CAPTAIN MARVEL MOVIE GRAVITY FEED

Count down to the release of Marvel's *Captain Marvel* movie or play out the conflict from the big screen on the tabletop with the *Marvel HeroClix: Captain Marvel Movie Gravity Feed*, featuring 12 different figures from Marvel's *Captain Marvel* movie! This 24-count gravity feed features the Kree, Skrulls, and heroes of Earth like Carol Danvers, caught up in their struggle! This gravity feed will feature long-time MCU favorites like Nick Fury, Phil Coulson, and several newcomers too! With an impulse-friendly price point, single-figure foil packs are a great purchase for new or experienced players! Scheduled to ship in February 2019.

WZK 73660 \$95.76



SPOTLIGHT ON

PATHFINDER BATTLES: PLAYTEST HEROES

Pathfinder Battles: Playtest Heroes includes six all-new miniatures featuring famous personalities from the *Pathfinder* Playtest! Valeros, Human Fighter; Harsk, Dwarf Ranger; Seoni, Human Sorcerer; Fumbus, Goblin Alchemist; Mersiel, Elf Rogue; and Kyra, Human Cleric. Each of these miniatures is an all-new sculpt and will feature a dynamic pose, incredible detail, and a premium paint job. Scheduled to ship in January 2019.

WZK 73146 \$34.99



FEATURED ITEM

STAR TREK ATTACK WING

STAR TREK ATTACK WING: FEDERATION FACTION PACK - TO BOLDLY GO

Star Trek: Attack Wing Faction Pack includes four pre-painted plastic ships with cards, token sheets, dial connector pieces, bases, and pegs to accompany them. All the cards and tokens in this faction pack are brand new and allow a player to field a never-before-seen fleet right out of the box! This faction pack offers a fleet of four Federation ships including a Galaxy Class ship, a Defiant Class ship, an Akira Class ship, and a Miranda Class ship! That's not all, the amazing price point of this *Star Trek: Attack Wing Faction Pack* allows players to get four ships for the same price as two normal expansion packs! Twice the ships, twice the value! Scheduled to ship in March 2019.

WZK 73307 \$29.99

STAR TREK ATTACK WING: KLINGON FACTION PACK - BLOOD OATH

A *Star Trek: Attack Wing Faction Pack* includes four pre-painted plastic ships with cards, token sheets, dial connector pieces, bases, and pegs to accompany them. All the cards and tokens in this faction pack are brand new and allow a player to field a never-before-seen fleet right out of the box! This faction pack offers a fleet of four Klingon ships including a Negh'var Class ship, two K'tinga Class ships, and a B'Rel Class ship! That's not all, the amazing price point of this *Star Trek: Attack Wing Faction Pack* allows players to get four ships for the same price as two normal expansion packs! Twice the ships, twice the value! Scheduled to ship in April 2019.

WZK 73305 \$29.99



STAR TREK HEROCLIX AWAY TEAM: THE NEXT GENERATION - FAST FORCES

Celebrate the release of *Star Trek HeroClix Away Team: The Next Generation Gravity Feeds* with a new *Fast Forces* set featuring iconic crew members of the U.S.S. Enterprise-D with all-new dials! This *Fast Forces* features Captain Jean-Luc Picard, Commander William T. Riker, Lt. Commander

Data, Lt. Worf, Dr. Beverly Crusher, and Lt. Commander Geordi La Forge coming together to explore strange new worlds, seek out new life and new civilizations, and to boldly go where no man has gone before! This *Fast Forces* is an excellent product for new and established players alike, offered at an impulse-friendly price point! *Fast Forces* are also a great way for players to quickly construct a thematic team and build up their collection! Scheduled to ship in June 2019.

WZK 73802 \$16.99



STAR TREK HEROCLIX AWAY TEAM: THE NEXT GENERATION - RESISTANCE IS FUTILE GRAVITY FEED

Star Trek HeroClix Away Team returns to the tabletop, this time with fan-favorite characters from the Starfleet Crew in *Star Trek: The Next Generation*! The *Star Trek HeroClix Away Team: The Next Generation - Resistance is Futile Gravity Feed* includes some of the most iconic characters from *Star Trek: The Next Generation*. The crew of the U.S.S. Enterprise-D including Captain Jean-Luc Picard, Riker, Data, Geordi, Worf, Deanna Troi, and more are joined by classic adversaries like the Klingons, Borg, and the omnipotent Q in this brand-new HeroClix gravity feed release! The *Star Trek HeroClix Away Team: The Next Generation - Resistance is Futile Gravity Feed* has 36 new figures to collect including nine Commons (plus one Prime), nine Uncommons, nine Rares (plus one Prime), and two Chases. Scheduled to ship in June 2019. WZK 73794.....\$95.76



STAR TREK HEROCLIX AWAY TEAM: THE NEXT GENERATION - TO BOLDLY GO GRAVITY FEED

Star Trek HeroClix Away Team returns to the tabletop, with more fan-favorite characters from *Star Trek: The Next Generation*! The *Star Trek HeroClix Away Team: The Next Generation - To Boldly Go... Gravity Feed* includes some of the most iconic characters from *Star Trek: The Next Generation*. The crew of the U.S.S. Enterprise-D including Captain Jean-Luc Picard, Riker, Data, Geordi, Worf, Deanna Troi, and more are joined by classic adversaries like the Romulans, Cardassians, Ferengi and the being of pure evil known as Armus in this brand-new HeroClix gravity feed release! The *Star Trek HeroClix Away Team: The Next Generation - To Boldly Go... Gravity Feed* has 32 new figures to collect including eight Commons, eight Uncommons (plus 1 Prime), eight Rares (plus one Prime), four Super Rares, and two Chases. Scheduled to ship in September 2019. WZK 73798.....\$95.76



STAR TREK: CONFLCK IN THE NEUTRAL ZONE

Resource-rich planets have been found in the Neutral Zone and both the Federation and Klingon Empire are out to exploit them! In this simple flicking game, players will flick discs representing the various ships found within the *Star Trek* universe. These ships are used to collect resources or attack other ships. Collecting resources (energy and command points) is accomplished by bringing a collector ship within range of an energy or command point planet. To attack, you must use your attack ship to hit an opponent's ship off the planet or board. Successfully attacking an opponent will award a command point. But attacking isn't always easy — players can add in asteroids in order to block shots and protect their ships. Scheduled to ship in February 2019.

WZK 73143.....\$39.99

THROWN

In *Thrown*, the way to play into a trick is by using dice! The colors of the dice represent the suits. The lead player rolls 1-3 dice of a color (the suit) and the other players try to roll in-suit to get the highest value on the table. If you do not have the right suit, then you can roll for trump: rolling a natural 6 on one of your dice in an off-suit will beat the highest value in-suit. Winning a trick gives you gold. The game ends when there are a number of rounds played equal to the number of players. Scheduled to ship in January 2019. WZK 73456.....\$24.99



WIZKIDS WARDLINGS

Wardlings are pre-painted miniatures for families and gamers of any age who are young at heart and ready to embark with these young stylized adventurers. The fledgling adventurers that are a part of the Wardlings product line have a magical ability to see their animal companions, a trait of which only children are capable. These adventurers also gain their powers and abilities at a young age, allowing them to defeat the evil creatures in their world. Their powers, however, are fleeting. As the children grow, they begin to lose their powers over time. When they enter adulthood, most forget they ever adventured in the first place as everyday responsibilities take hold. Each young adventurer will come pre-painted, fully assembled and packaged with their designated companion, who will assist them through thick and thin. Scheduled to ship in May 2019.

BOY WARLOCK & LIZARD

WZK 73787.....\$7.99

GHOST (MALE & FEMALE)

WZK 73789.....\$7.99

GIRL WITCH & WITCH'S CAT

WZK 73788.....\$7.99

GOBLIN (MALE & FEMALE)

WZK 73790.....\$7.99

TREE FOLK

WZK 73793.....\$7.99

TROLL

WZK 73792.....\$7.99

ZOMBIE (MALE & FEMALE)

WZK 73791.....\$7.99

WYRD MINIATURES

THE OTHER SIDE



ABYSSINIA CROW RUNNERS

WYR 40154.....\$45.00

GIBBERING HORDES THE FRENZY

WYR 40209.....\$35.00



CULT OF THE BURNING MAN FENTON BRAHMS

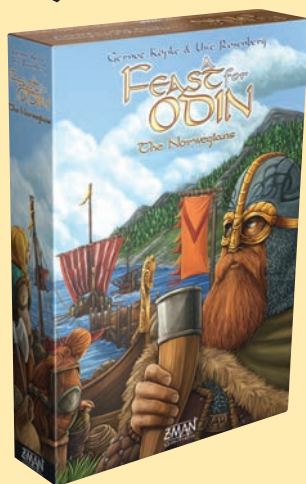
WYR 40260.....\$15.00



KING'S EMPIRE MARGARET BELLE

WYR 40110.....\$15.00

FEATURED ITEM

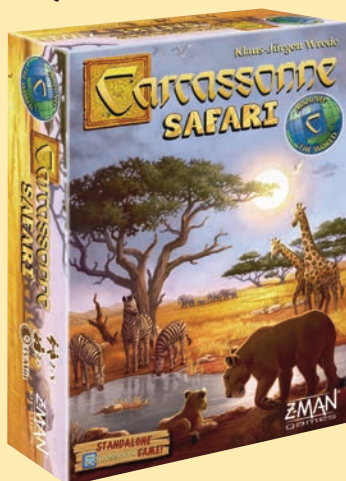


A FEAST FOR ODIN: THE NORWEGIANS EXPANSION

In the realms of crafting, trade, discover, and battle, you have already proven yourself a worthy chieftain. Now its time to broaden your horizons, to explore and tame new lands, and to bring further wealth and glory to your tribe. The Norwegians expansion continues the epic saga of the critically-acclaimed *A Feast for Odin*, providing a host of new lands to discover, more wares, more animals, new challenges, and a multitude of new actions to perform. Scheduled to ship in December 2018.

ZMG ZM7692 \$39.99

FEATURED ITEM

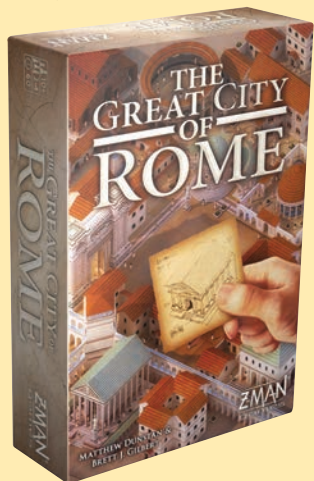


CARCASSONNE: SAFARI (STAND ALONE)

Africa swelters under the blazing sun but an adventure on the savanna beckons! Monkeys swing in the trees, lions repose in the shade, and the ground shakes under the thunderous footfalls of elephants. While animals one and all gather at the watering holes, trek out into the bush, lie in wait, and see the majesty of nature unfold. Scheduled to ship in December 2018.

ZMG ZM7868 \$39.99

FEATURED ITEM

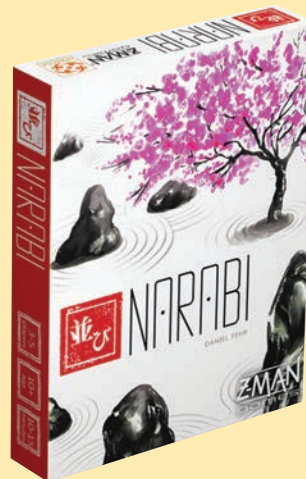


THE GREAT CITY OF ROME

The Roman Emperor has summoned the worlds finest architects to rebuild the Eternal City, but only one plan will be realized in brick and marble. Compete with other architects for the blueprints and materials you need with an innovative action selection mechanic. Lay out your plan and leave the Capital of the World as your legacy! Scheduled to ship in January 2019.

ZMG ZA001 \$39.99

FEATURED ITEM



NARABI

Work together to build a peaceful stone garden with everything in its proper place in *Narabi*, an elegant cooperative card game. Numbered stone cards are randomly sleeved together with restriction cards that control how a stone moves. Players must exchange stones, working toward the correct arrangement one move at a time while still following the rules set on each stone. With limited knowledge of other players stones, a perfect stone garden can only be achieved through teamwork, memory, and strategic precision. Scheduled to ship in January 2019.

ZMG ZM017 \$14.99

FEATURED ITEM



PARTY BUGS

The party starts when the lights go out! The cockroaches gather for a costumed disco party, but who wants a party like that in their house? Send the biggest pests to bug your neighbors, or pair up cockroaches in the same costume to send them home in embarrassment. *Party Bugs* is a fast card game for the craziest disco cockroaches! Scheduled to ship in January 2019.

ZMG ZM015 \$14.99

STONE AGE

Anniversary



Celebrate a New Season

At the dawn of civilization, our early ancestors constantly struggled to survive. For ten years, fans of *Stone Age* have guided their tribe through this bygone era. Working under the warm summer sun, the tribe has grown and thrived. Now winter has descended, and the tribe must quickly gather resources for warmth, shelter, and food to survive the long winter. This limited edition features a premium foil box, custom-shaped screen printed meeples, a beautiful double-sided board featuring both seasons, two mini-expansions, and new rules for playing in the bitter cold of winter.

ZM7267 | Stone Age Anniversary | \$79.99



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Z-MAN
games
zmangames.com

Cheapass Games Presents

The Feast

A New Pairs Game for 3 to 8 Players



Just in time for the winter holidays, **The Feast** is a game about having a scintillating conversation over a multi-course dinner. The game was designed for Echo Chernik's **Goddesses of Cuisine** deck, but of course you can play it with any Pairs deck.

Your goal is to score conversational points through erudition and eloquence. But you can also be sneaky and catch your companions in a mistake... but only if they stumble!

Players: 4 to 8 (See rules for 2 or 3 players below).

You Need: A Pairs deck and a way to keep score.

Setup: Shuffle the deck and deal a hand of cards to every player. The hand size varies with the number of players:

| | | | |
|-----------------|------------|----------|------------|
| Players: | 4-5 | 6 | 7-8 |
| Cards: | 8 | 7 | 6 |

Structure: You will play four *hands*. Each hand has several *rounds*, the number of which depends on the starting cards. For example, in a 5-player game, each hand has 8 rounds.

Each Round: Deal the top card of the deck face up into the center of the table. This card is the *topic*.

Each player then chooses one card from their hand and plays it face down. These cards are called "ploys." They are revealed simultaneously, and then the following occurs:

1: If any two or more ploys are of *matching rank*, these cards are set aside in a 'gaffes' pile. Gaffes represent failed attempts at conversation, telling a bad joke, etc.

2: Of the ploys that remain, the highest one captures the topic. Captured cards are kept aside face up, and are worth their face value in points.

3: Next, the lowest ploy captures one card from the gaffes pile (if there is one). **Exception:** If there is only one unmatched ploy, then it is both highest and lowest. It may choose to capture either the topic, or one of the gaffes, but **not both**.

If all ploys were duplicated, then *nothing* is scored.

Next, discard any cards that remain, and play another round. This continues until the players' hands have been played out, and then the players record their total scores.

An Example Round: The topic is a 5. The ploys are 9-9-6-5-4. The 9s are duplicated and become gaffes. The 6 is the highest ploy, and that player takes the 5. The 4 is the lowest ploy, and takes a 9 from the gaffes. All remaining cards are discarded.

Another Example: The topic is a 10. The ploys are 8-8-6-6-4. The 8s and 6s become gaffes, and the player with the 4 has the only unmatched ploy. He can choose to take the topic or any gaffe. He takes the 10 because it is the highest.

Yet Another Example: The topic is a 6. The ploys are 7-7-7-4-4. There are no unduplicated ploys, so all the cards become gaffes. Nothing is scored, and all these cards are discarded.

Winning: After each hand, write down everyone's score. Play four hands, and then the highest total score wins.

Rules for 2 or 3: This game works best with at least four players, but you can add "dummy hands" if you are short-handed. Dummies are dealt in just like everyone else, but they play their cards first, and *face up*, so players can make decisions based on what the dummies have played.

Note: Dummy hands add an interesting layer of strategy, so you might also want to use them in a larger game!

Do you love PAIRS?

So do we! This year, we have introduced twelve original Pairs variants in the pages of *Game Trade Magazine*. Thanks for following along! Look for an expanded *Companion Book* with all these games and more, coming soon at playpairs.com.





STAR WARS LEGION

“THIS IS OUR MOST
DESPERATE HOUR.”
- LEIA ORGANA

The *Rebel Specialists* and *Imperial Specialists* personnel expansions open even more customization options for your *Star Wars*™: Legion armies, combining four specialist miniatures with new command and upgrade cards to give you the power to enhance a variety of units. Select your specialists, hone your strategy, and claim victory!



REBEL SPECIALISTS

SWL26 \$19.95



IMPERIAL SPECIALISTS

SWL27 \$19.95



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Full contents not shown.

[FANTASYFLIGHTGAMES.COM/SWLegion](https://www.fantasyflightgames.com/SWLegion)

CORVUS BELLI INFINITY



THE THIRD OFFENSIVE IS ALREADY HERE

AN ARTICLE BY BELÉN MORENO

INFINITY: THIRD OFFENSIVE

CVB 289003 \$53.99 |

Available Q4 2018!

We have released a new book! We know that we have caught you off-guard, but we warned you that we had many more surprises in store until the end of this year.

This book covers the events that took place on the planet of **Paradiso** and makes clear that the alien threat is becoming very tangible and real. The Combined Army is not going to surrender, and Paradiso is only a bump on the road towards conquering the entire Human Sphere. In terms of where it lands within the Infinity narrative, it takes place directly after the events of **Campaign Paradiso**.

Paradiso lives up to its namesake: an astonishing paradise full of exquisite flora and fauna. In the past, this planet was inhabited by an alien race, though not much is known about the native sentient species. Their presence still lives on by the way of vast construction sites that can be found all over the planet, known as *cosmolitos*. It's widely believed that these structures were the treasure that first caught the attention of the EI.



The high commanders of the various factions of the Human Sphere are trying to stop the EI from entering their systems by installing sophisticated blockades, but the Combined Army is managing to overcoming them with increasing frequency. In Third Offensive, you can read how they're managing to smash through the different blockades and jeopardize the human hegemony on Paradiso.

The real objective of the EI will be also unveiled in this book.

What's in the book?

As already stated, a lot of new background material that develops the narrative of the Infinity Universe, and it also provides several new locations to set the stage of our favorite wargame.

In addition to this, **two new sectorials** will be added to the roster of new releases - the unyielding Invincible Army of Yu-Jing and the Varuna Intervention Division for PanOceania. These will join the new armies most recently added with Operation Coldfront (Tartary Army Corps for Ariadna, and Operations Subsection for ALEPH).

Some sectorials will also have adjusted rules and profiles, such as the Morat Aggression Force (Combined Army), Military Orders (PanOceania), and the Shock Army of Acontecimento (PanOceania).

This totally indispensable book includes a limited edition NA2 miniature - **The Libertos Freedom Fighter** - only available during the pre-order period.

THIRD OFFENSIVE



CORVUS BELLI
INFINITY

www.infinitythegame.com

CREATURE CODEX

KOBOLD
Press

THE CREATURE CODEX FOR 5TH EDITION: BEHIND THE SCENES

DUNGEONS & DRAGONS RPG: CREATURE CODEX HARDCOVER

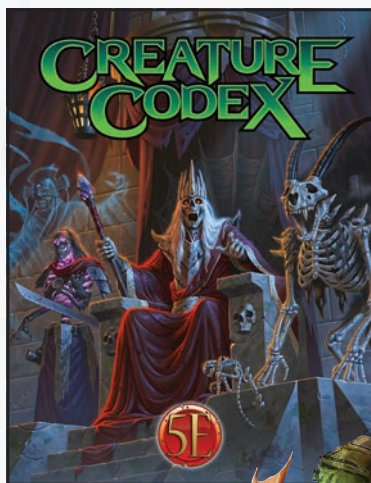
PZO KOBCC5E \$49.99 | Available Now!

Kobold Press has just released *Tome of Beasts 2: Creature Codex* — the follow-up to its best-selling *Tome of Beasts* manual for 5th Edition. The *Creature Codex* includes nearly 400 new monsters for any 5th Edition campaign, including angels and demons, dragons and dinosaurs, elementals and animal lords, and much more.

The original *Tome of Beasts* was a tough act to follow, but Kobold-in-Chief Wolfgang Baur says the breadth of possibilities in d20-rolling fantasy gave the team an opportunity to bring new kinds of foes to the table. “Looking at the monster ideas that didn’t make it into *Tome of Beasts*, I realized we could explore some different and interesting directions in a second book,” Baur said. “We picked a few kinds of monsters to focus on, and rounded up designers and artists who wowed us the first time around to bring them to life.”

Creature Codex gave the team an opportunity to flex its creative muscles on monster categories such as undead, golems, oozes, and plant monsters. The designers also added traditional monsters from Asia and the Americas, as well as Eastern European, French, and even Estonian monsters.

The book also gave Baur a chance to reimagine a traditional high-level enemy for lower-level encounters. “I’ve always wanted to create a lich that a GM could challenge their players with at lower levels of play,” said Baur. “It had to capture the feel of a lich without being so powerful that it would wipe the party out within a handful of rounds. I came up with the heirophant lich, which you can see front and center on the book’s cover. It doesn’t have the arcane mastery of the traditional lich, but its power over undead and *smite* ability makes it plenty terrifying in play.”



One of the lessons that *Tome of Beasts* reinforced for the Kobolds was the vital importance of playtesting in designing compelling monsters that also work well at the table. Every piece of playtest feedback on *Creature Codex* proved useful, giving the team several dozen sets of eyes that might spot something the designers hadn’t seen, or point out a creature’s practical strengths and weaknesses when “out in the real world” on a tabletop.

Editor and developer Meagan Maricle recalled one case where playtest feedback made a crucial difference in the finished product. “We had one creature that our playtesters universally didn’t like,” she said. “We took their feedback, and sent the adjusted creature back for a second round of testing — and they still didn’t like it! Being the stubborn team that we are, we refused to give up. We adjusted the creature’s theme slightly, made minor changes to its lore, and did a complete mechanical rework with the new theme in mind. The result was a much more realized, flavorful, and fun creature than it would’ve been without the input from playtesters.”

From a visual standpoint, the team’s experience with *Tome of Beasts* gave them valuable insights about how to make the art more effective on the page — and on the printed cardboard pawns, the popularity of which made them a must-have for *Creature Codex*. The art in *Creature Codex* is (if possible) even more amazing, disgusting, and delightful than the first time around.

Whether GMs use the monsters in *Creature Codex* in their favorite published setting, or to populate the dungeons in worlds they’ve created themselves, this book will definitely give 5th Edition players surprising and deadly opponents in their quests for fortune and glory.

...

Wade Rockett is Seattle-based game designer, writer, and editor, whose credits include the award-winning 13th Age Game Master’s Screen & Resource Book.

SIMIAN, MONKEY KING

As the hunter leveled his crossbow at the old silverback gorilla, a blur crossed his vision. An enormous monkey swung past him, striking him in the head with a ringed staff. The monkey's grin seemed both playful and terrifying.

ORIGIN OF THE MONKEY KING. The gods once saw the most gifted, powerful monkey ever born, and they invited him to perform for them. The monkey, being curious, found the Peaches of Immortality, and he ate as many of them as he could find. The magical fruit gave him extraordinary powers, transforming him into the Monkey King.

MASTER OF THE SIMIANS. When the forces of civilization encroached on the lands of the simians, the Monkey King led his army of apes and monkeys against the hostile incursion of hunters and explorers. To this day, when his kind is threatened, the Monkey King appears to fight off the intruders.

WISE TEACHER. The Monkey King is sought by students hoping to learn the ways of his kind. The mix of wisdom and action, of great physical ability and great peace, is passed from the Monkey King to those worthy of his teachings.

MONKEY KING

Medium celestial, neutral

Armor Class 21 (natural armor)

Hit Points 262 (25d8 + 150)

Speed 60 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 24 (+7) | 22 (+6) | 16 (+3) | 21 (+5) | 17 (+3) |

Saving Throws Dex +14, Con +13, Wis +12

Skills Acrobatics +14, Deception +10, Insight +12, Perception +12, Stealth +14

Damage Immunities necrotic, poison, radiant

Condition Immunities charmed, frightened, poisoned, stunned

Senses truesight 120 ft., passive Perception 22

Languages Celestial, Common, Simian

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the Monkey King fails a saving throw, he can choose to succeed instead.

Magic Resistance. The Monkey King has advantage on saving throws against spells and other magical effects.

Simian Affinity. The Monkey King can communicate with primates as if they shared a language. In addition, he can control primates with an Intelligence of 8 or lower that are within 120 feet of him.

ACTIONS

Multiattack. The Monkey King makes three golden staff attacks or two golden staff attacks and one tail attack.

Golden Staff. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 7 (2d6) radiant damage.



Enlightened Ray. *Ranged Spell Attack:* +12 to hit, range 100 ft., one target. *Hit:* 18 (4d8) radiant damage. The target must succeed on a DC 18 Charisma saving throw or be stunned until the end of its next turn.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the target must succeed on a DC 22 Dexterity saving throw or be knocked prone.

REACTIONS

Drunken Dodge. When the Monkey King is hit by a weapon attack, he gains resistance to bludgeoning, piercing, and slashing damage until the end of that turn.

LEGENDARY ACTIONS

The Monkey King can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Monkey King regains spent legendary actions at the start of his turn.

Great Leap. The Monkey King moves up to his speed without provoking opportunity attacks.

Quick Staff. The Monkey King makes a golden staff attack.

Golden Burst (Costs 3 Actions). Each creature of the Monkey King's choice within 10 feet of him must make a DC 18 Charisma saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one.

BAR BRAWL

An enraged mass of malcontents storms across the tavern, overturning tables, busting bottles, and browbeating innocent patrons.

The jovial peace of a drinking establishment can transform into a whirlwind of chaos and violence in a mere moment, and no one caught in the middle of a bar brawl can hope to evade it.

MOB BRUTALITY. A bar brawl arises suddenly and violently, often after a vile insult is lobbed or an accusation of cheating is lodged. Once enraged, the bar brawl attacks indiscriminately, assailing both the faultless and offending patrons with whatever weapons readily come to hand.

IRRATIONAL RESILIENCE. As a throng fueled by anger and chaos, a bar brawl battles harder the more one tries to kill its participants. Constables have found that attacks intended to subdue a bar brawl are more effective than blows that inflict serious bodily injury.

FRATERNITY IN THE AFTERMATH. Many an adventuring party has been formed in the wake of a bar brawl. Less fortunate adventurers have found themselves incarcerated once the constabulary has quelled the disturbance.

BAR BRAWL

Huge swarm of Medium humanoids, unaligned

Armor Class 12 (leather armor)

Hit Points 67 (9d12 + 9)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|----------|--------|
| 14 (+2) | 12 (+1) | 13 (+1) | 11 (+0) | 10 (+10) | 9 (-1) |

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages any two languages

Challenge 3 (700 XP)

Liquid Courage (Recharge 5–6). As a bonus action, the bar brawl imbibes nearby alcohol to gain access to a hidden reservoir of audacity and grit. The bar brawl gains 7 (2d6) temporary hp for 1 minute.

Swarm. The bar brawl can occupy another creature's space and vice versa, and the bar brawl can move through any opening large enough for a Medium humanoid. Except for Liquid Courage, the bar brawl can't regain hp or gain temporary hp.

ACTIONS

Multiattack. The bar brawl makes two melee attacks or two darts attacks.

Barstool. *Melee Weapon Attack:* +4 to hit, range 0 ft., one target in the bar brawl's space. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) if the bar brawl has half its hit points or fewer.

Broken Bottles. *Melee Weapon Attack:* +4 to hit, range 0 ft., one target in the bar brawl's space. *Hit:* 10 (4d4) slashing damage, or 5 (2d4) if the bar brawl has half its hit points or fewer.

Darts. *Ranged Weapon Attack:* +3 to hit, range 20/40 ft. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) if the bar brawl has half its hit points or fewer.



GORELING

Bits and pieces of ground-up flesh and bone given unholy life shuffles forward, eager to feed.

Gorelings are a necromancer's answer when there just isn't enough flesh around to create a full zombie. During a fight, a chopped off appendage or two can be converted into a handy minion.

TORTUROUS HUNGER. It is said that within each goreling is a fragment of the dead creature's soul. It seeks out the flesh of living things, desperately trying to make itself whole again.

LEFTOVER PARTS. Gorelings come in a variety of shapes and sizes, since they are made of whatever is lying around, including whole eyes, ears, fingers, and organs. The sight of one is unsettling, often even for a necromancer.

CANNIBAL TENDENCIES. If no living flesh is available for a goreling to consume, it will cannibalize another goreling. Specimens become larger and larger as they absorb more and more flesh. Thankfully, most decay away to nothing before they get to be too big, but a massive goreling has been mistaken for a flesh golem more than once.

UNDEAD NATURE. The goreling doesn't require air, food, drink, or sleep.

GORELING

Small undead, unaligned

Armor Class 12

Hit Points 11 (2d6 + 4)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 12 (+1) | 14 (+2) | 14 (+2) | 1 (−5) | 5 (−3) | 1 (−5) |

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

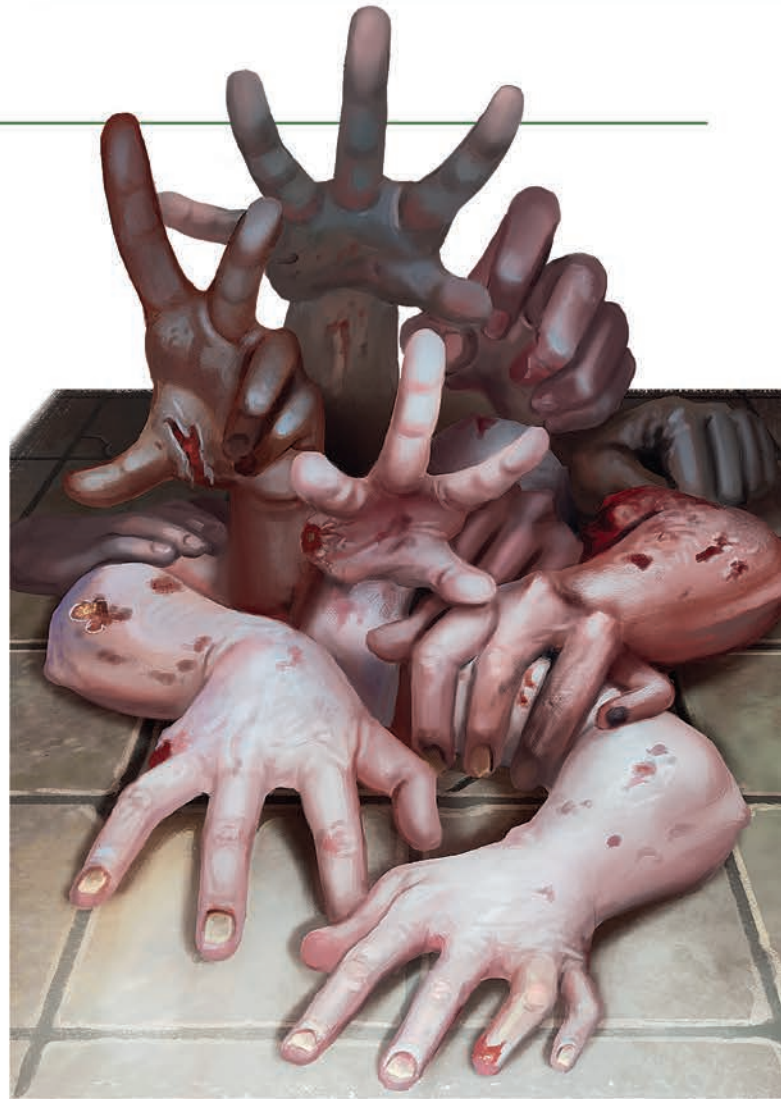
Challenge 1/4 (50 XP)

Bloodthirsty. If 6 or more gorelings are within 30 feet of one another, they become frenzied and their attacks deal an extra 2 (1d4) necrotic damage.

Swarming. Up to five gorelings can occupy the same space.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) necrotic damage.



REACTIONS

Multiplying. When a goreling is hit but not reduced to 0 hp, it splits into two new gorelings. Each new goreling has 1 hp, doesn't have this reaction, and is one size smaller than the original goreling.

VARIANT: ROTTEN GORELING

While fresh gore is preferable when raising gorelings, rotting flesh will suffice, too. These gooey black and green undead creatures smell absolutely awful. Such gorelings have a challenge rating of 1/2 (100 XP) and gain the following trait.

Putrid Stench. Rotten gorelings emit a terrible, sweet stench. Each creature that starts its turn within 30 feet of the goreling must succeed on a DC 13 Constitution saving throw or have disadvantage on attack rolls for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Putrid Stench of all gorelings for the next 24 hours.

MESOOZOOIC

Mesozooic
ZM003 | \$19.99 | Available Now

WELCOME TO MESOOZOOIC

The age of the dinosaurs is back—this time safely behind glass! In this real-time card game, draw in guests from far and wide to see these prehistoric creatures. Over the course of three rounds, players draft the best features to build and race against the clock to quickly construct your zoo's layout.

CUSTOMIZE YOUR ZOO

In **Mesozooic**, it's your job as the director to plan and construct a zoo that will surpass all others. Fill your zoo with a variety of crowd-pleasing features like exciting attractions, speedy monorails, and towering dinosaur enclosures.

Pterodactyls soar through the aviary, baby dinos hatch in the nursery, and prehistoric sea creatures swim through the aquarium's bright blue waters. Workers park maintenance trucks by the attractions, keeping things running smoothly.



LOCATION, LOCATION, LOCATION

After drafting your favorite features, you'll have to organize them in your zoo—but things won't always go as planned! Race against time by frantically sliding the cards to match up features and optimize your zoo's layout.



Your chosen cards will form a 4x3 grid with a single empty space, and you will have to rearrange your cards by quickly sliding them like a sliding tile puzzle. Create the best layout possible in only 45 seconds!



SPECIAL FEATURES

Once you're familiar with the basics, add advanced features for more variety and a greater challenge. Give your guests better access to attractions with gates placed on the edges of your zoo. Upgrade the entertainment by bringing in the true star of the show: the mighty T-Rex. Placing the king of dinosaurs in the center of your zoo will bring in the biggest crowds. Then before they leave, guests can swing by the gift shops in the corner to buy an adorable dino plushie.

With so many options, careful planning and quick reflexes will give you the edge to piece together your prehistoric wonderland. Astonish guests with amazing creatures from a land before time!



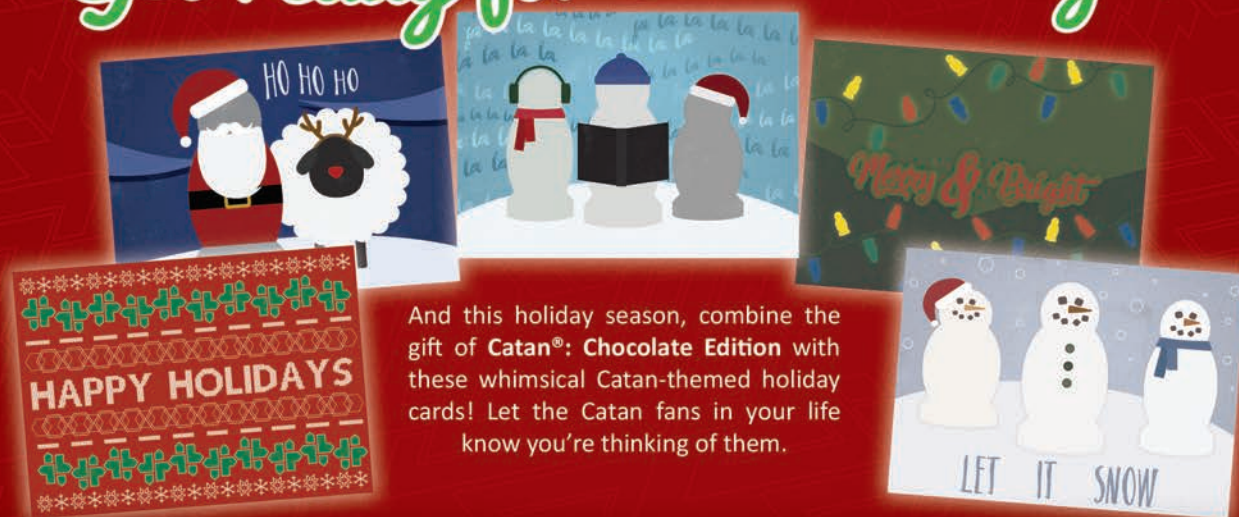
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Catan®: Chocolate Edition allows you to settle that mythical isle in undreamed-of ways. No matter how many times you've played Catan, now play with 32 pieces of delicious chocolate in the shape of knights, cities, settlements and roads! Each box also includes a set of resource cards, spinner and a complete set of rules to play the game.

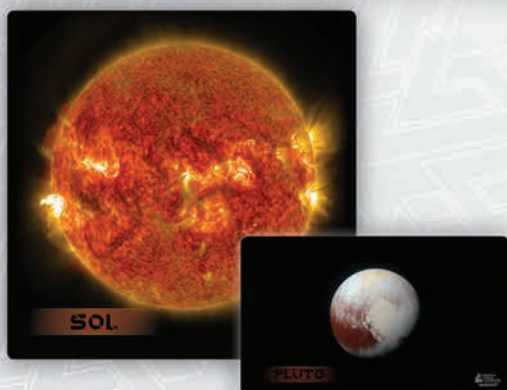


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And this holiday season, combine the gift of **Catan®: Chocolate Edition** with these whimsical Catan-themed holiday cards! Let the Catan fans in your life know you're thinking of them.

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PETERSEN GAMES

BUT WHAT IF THE WORLD IS DESTROYED?

CATAclysm MAY BE THE SOLUTION TO YOUR D&D CAMPAIGN

CTHULHU WARS: CORE GAME

PTG CWCG \$199.00 | Available Now!

One of the fundamental reasons that Lovecraft's creations are so terrifying is that so many of them threaten to destroy the entire world. This obviously makes them far more hazardous than a "mere" lich, dragon, or cult of assassins. Naturally if you run a D&D campaign, this brings up the question of how to make this threat credible.

After all, you've probably spent months, possibly years, honing and designing your campaign world (I know I did). Do your players really believe you'd destroy it all for the sake of one single questline, no matter how cosmic? And if they don't believe it, then how do you scare them with Cthulhu, Yog-Sothoth, or other game-ender entities?

Well, let's look at the possibilities, and gradually scale up the threat level.

CAMPAIGN WORLD THREAT LEVEL GREEN

Of course, you don't NEED to have the end of the world loom over every Lovecraftian quest. Lovecraft didn't. You could have an adventure about how a pack of mythos ghouls are taking steps to dominate an entire city while the player-characters must try to stop the ghouls, plus their allies & dupes. This could be a whole campaign, yet at no point is the world necessarily destroyed.

But even in such an adventure, you can still add the shudder of the world-destroyer. Imagine the players penetrating deep into the ghoulish underworld. There they find a dark temple to Ghatanothoa — the awful entity which these ghouls worship; which will one day rise to wreak havoc. "Oh no," the players cry. "We MUST stop the ghouls or someday they may awaken Ghatanothoa." And there you have the ultimate terror to thrill and chill your players, while your campaign world remains safe. For now.

CAMPAIGN WORLD THREAT LEVEL YELLOW

While the ultimate rise of Cthulhu is "all she wrote," a lot of activities and adventures can happen in the meantime. Are the bad guys seeking the three parts of the Disk of R'lyeh, which is the key to raising Cthulhu?

Have no fear — go through the adventure, and even if the players fail, this doesn't mean the cultists are going to immediately be able to raise Cthulhu. They may have to wait till the stars are right, or they may need to energize the Disk with a queen's blood, or whatever you wish — the chain of missions can go on forever.

You can even have a failed adventure lead you, not to cosmic destruction, but to a new quest. Long ago, I constructed the very first ever Lovecraftian campaign — *Shadows of Yog-Sothoth*. This campaign ends with a confrontation on R'lyeh itself, in which Cthulhu rises, and the heroes need to try to use the R'lyeh Disk to re-submerge the mountain to drive Cthulhu back into his slumber. I had to hedge my bets. What if the players failed?

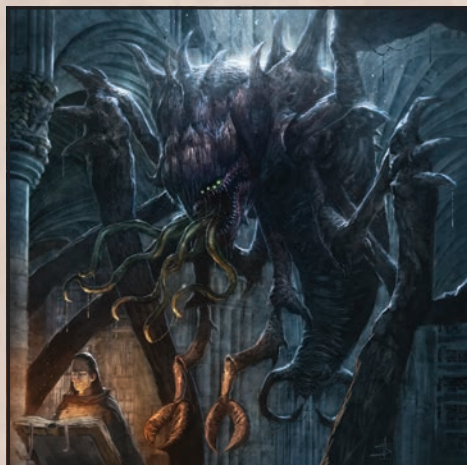
I had two different solutions for the game master in *Shadows of Yog-Sothoth*.

First, ANOTHER group of adventurers could show up and save the day. Even better, these guys could be reprehensible and disgusting for some reason (I suggested, in *Call of Cthulhu* terms, they be actual Nazis.) In a fantasy campaign they could be slavers. Or Vecna! If you play *Forgotten Realms*, they could be the Cult of the Dragon. In *Ravenloft*, they could belong to one of the secret societies or be servants of a Dark Lord. And if their victory over Cthulhu (or whichever Great Old One you are using) gave them importance or rewards or status, then they could prove a nasty thorn in the players' sides from then on. "Oh, eh? You're seeking Vecna's tower? I won't be helping YOU. Vecna it is who saved us all from Yog-Sothoth!"

Second, the awakening could be a failure. In Lovecraft's original tale, this happened. R'lyeh rose, and Cthulhu arose awakened, but it was a false alarm. The city sank again, and Cthulhu was no longer an immediate danger. Sometimes I feel a bit that Lovecraft missed an opportunity here. But I guess if Cthulhu is completely unstoppable by humans, then the only way his triumph can be delayed is by such chance.

CAMPAIGN WORLD THREAT LEVEL RED

You've presented a situation to the players and put your cards on the table. If they fail, Azathoth will absorb the entire solar system. The





adventure's climax draws near, and despite your, and your players', efforts, they keep failing every single saving throw and missing every attack. Or they blunder incredibly badly, mistakenly hurling the Tablet of Locusts into a volcano instead of simply reading aloud the inscription which would banish the Outer God. What next? You told them Azathoth would devour everything. How can you back down? Well, the short answer is you don't have to. I have three "easy" solutions here for you.

New World

If your campaign was getting a little tired anyway, perhaps it's time for a change! What better way to end it than with a tremendous cataclysm which will live for years in your players' memories? Now you can pull out that cool new world you've been working on. Or you've been wanting to try out *Eberron* or *Planescape*. Now you can.



Old World

One of the advantages of playing in a medieval fantasy world is that technology and nations don't necessarily change that much over the centuries. This means even if the world is destroyed, you can keep the campaign going by setting it in the past. Say 100 years previously. Or perhaps just 10 years

previously — giving them another bite at the apple. In the fine Nintendo game *Mask of Majora*, the hero must travel backwards in time repeatedly to save the world. You don't have to do the same, but they can have long and happy lives before the End Times.

Parallel World

World destroyed? "Welp, guess we're going to have to keep going in an alternate time stream where Azathoth DIDN'T eat everything. Roll up new characters and let's keep going."

NEW WORLD ORDER



Many of you are probably aware of my board game *Cthulhu Wars*, which takes place AFTER Cthulhu & the other Great Old Ones ascend. We have also recently published a novel, by Ben Monroe, which takes place in the *Cthulhu Wars* setting. Life goes on, of a sort. So. can your players. This can also be a chance to change and mix-up your world setting.

...

Sandy got his start in the game industry at *Chaosium* in 1980, working on tabletop roleplaying games. In 2013 he founded *Petersen Games* which has released a series of highly successful boardgame projects, including *Theomachy*, *Orcs Must Die!* the board game, and the much-admired *Cthulhu Wars*. His games have sold tens of millions of copies worldwide, and he has received dozens of awards from the game industry.



SMUGGLE YOUR WAY TO FAME AND FORTUNE



SCORPIUS FREIGHTER

AEG 5874..... \$59.99 | Available December 2018!

It's been almost 100 years since the Scorpius system settled. Sentients came from everywhere to start a new life, following their dreams of prosperity and adventure. The truth was less idyllic.

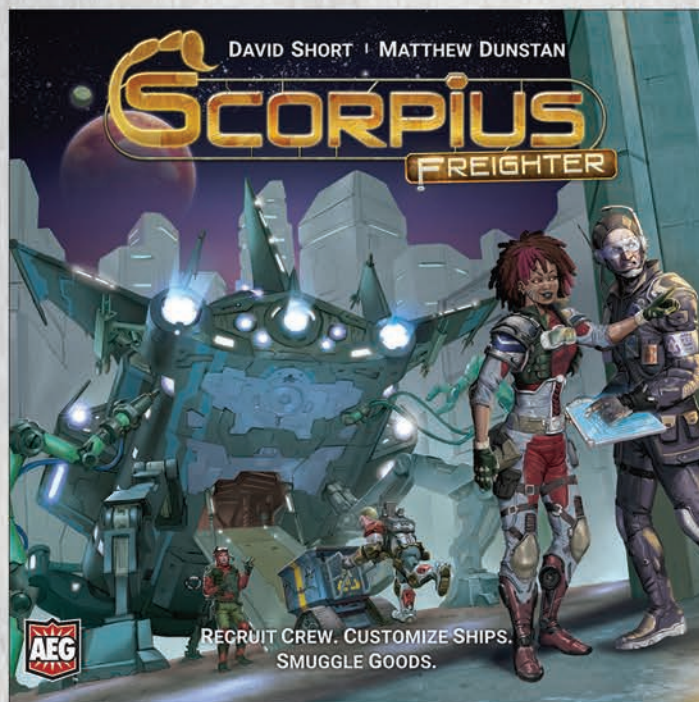
The Government controls almost everything. They control wages. They control prices. They control entertainment. They control information. They have transformed an idealistic colonization project into systemwide serfdom. Tens of billions of sentients live in Scorpius with no hope of advancement, no hope of escape.

Except that not everyone in the Government toes the line; some still believe in freedom. Operating from within the massive Government motherships, a few bold freighter pilots use the system against itself. They always handle their sanctioned job duties as well as a lot of extracurricular activities like smuggling restricted medicines, passing censored information, and facilitating transactions below the Government radar. They are fueling the revolution.

And the revolution is coming.

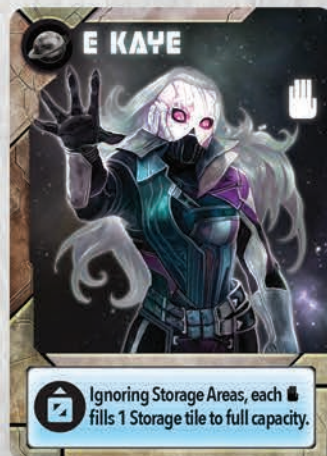
In *Scorpius Freighter* by designers David Short and Matthew Dunstan, you are trying to gain fame and fortune by moving goods and providing services to the people. This involves not only legal activities, like fulfilling contracts and increasing your freighter's cargo holds, but also taking on side deals, smuggling items below the radar, and avoiding "official" notice.

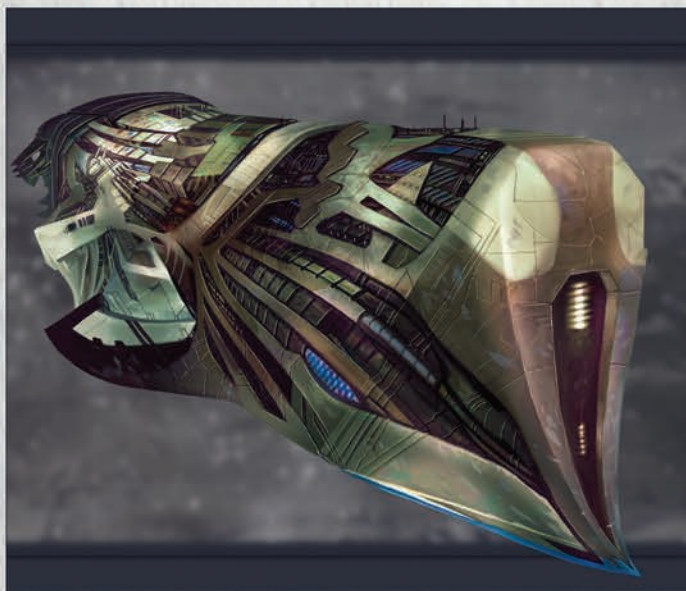
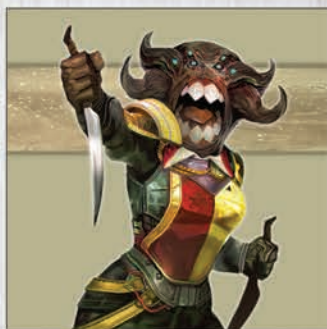
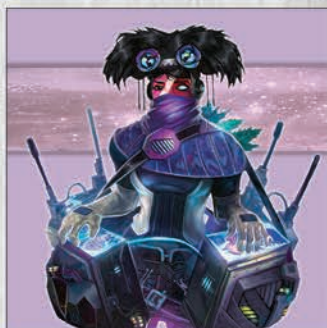
Players take on the role of space-faring smugglers, each with unique crew and ship. Players take actions to improve their freighter and level-up their crew, in order to ultimately take on more lucrative contracts and side deals. This is done via a shipboard that each player has, and a unique set of four crew members, who each bring their own skills and strategic abilities. Some crews may focus more on money contracts or flexible cargo storage, while others are more adept at upgrading their ships or manipulating movement. Each crew gives a different focus, and the ability to try a different crew each game gives *Scorpius Freighter* a lot to explore.



However, where *Scorpius Freighter* stands out is in its action-selection mechanism. The main board, shared by all players, features three planets that have Government patrol ships in orbit. The orbit of each planet is represented by a ring of spaces, each dedicated to a single action type. Whenever a player wishes to perform an action, such as "Pick Up Cargo" or "Meet Informant", you move one of the patrol ships clockwise to the next available action space of that type.

When a patrol ship crosses through a checkpoint on a planet, the government performs an audit of the current freighter and confiscates cargo from that player. Once any of the three patrol ships are full of confiscated cargo, the government is infuriated with





to go on longer, to fight for a better position. In this way, Scorpius Freighter is a “push everyone’s luck” game since any action taken by any player moves the game close to its finale.

Managing the movement of the ships can be the real challenge in the game. Since all players have access to moving the patrol ships, planning out your strategy can greatly depend on reading your opponents’ intentions. If they have a specific strategy, they may move a patrol ship past your ability to reach an action you need for the next turn. You can only move the ships up to two spaces at a time, by using your crew members. You also have to watch your use of crew, because if they have been spent on actions, you may not have sufficient crew to move to the space you need. Being a captain is challenging!

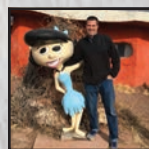


And as if that wasn’t enough, each adventure in the Scorpius star system is unlike any other. When playing the game you can swap out different cockpits, freighter boards, or even draft crew members at the beginning of the game to offer up tons of variety. Will you be as effective with a mixed skill crew or one that laser focuses on a single strategy?

Scorpius Freighter is in stores this December. Join the revolution!



Todd Rowland has produced games with AEG for nearly 15 years. After spending a year out in the world with his family, he cannot confirm or deny if he was actually establishing a massive world-wide smuggling operation. Only as research for this project of course.



our illegal activity and the game is over. The freighter captain with the most reputation points is the winner.

None of the actions are more than three spaces from any other, which means a player cannot “rush” the game to the end if they are in a winning position. However, most players will want the game



KINGS OF WAR VANGUARD: RULEBOOK

MGE MGVB101 \$39.99 | Available Q4 2018!

This February sees Mantic Games continue to expand our range of fantasy miniatures, with a brand-new selection of Dwarfs and the monstrous Nightstalkers. However, this is only the start of a year that will see plenty of new units, towering beasts and lumbering giants. If you're a fan of fantasy miniatures, then 2019 is the year for you!

Many of these new releases are designed to complement Mantic's brand new fantasy skirmish game, *Vanguard*. Released in October 2018, *Vanguard* is a spin-off from our hugely successful mass fantasy battle game, *Kings of War*. While KoW gives a bird's eye view of the battlefield, showing huge armies clashing on the field of battle. *Vanguard* focuses on the gritty stories of small warbands of hardened, elite soldiers. These are the guys, gals and gribbles sent ahead of the main force to disrupt the enemy's supply lines, light beacons to show the way or even capture giants to use in the conflict ahead.

From the early stages of planning *Vanguard*, we always knew we wanted the two games to work together. From a rules point of view, this is represented by each of the 12 missions in the *Vanguard* rulebook having their own *Kings of War* 'hook'. So, you could spend a Friday evening playing a couple of games of *Vanguard* and the results from these will affect your larger *Kings of War* battles on the Saturday. We've also seen plenty of feedback from the KoW community that they'll start holding mixed tournaments featuring both games — so it's great to see the imaginations of players already sparking into life.

However, the two games are also intrinsically linked by the miniatures we'll be producing. Each time we produce a new unit for *Vanguard* — such as the *Dwarf Steel Juggernaut*, releasing in February — they will also be introduced into the main *Kings of War* rules too. This means that as you're growing your *Vanguard* warband, you're also growing your wider *Kings of War* army too. As such, it's a great opportunity for us to create new and exciting heroes or magic users.

What's more, the interaction can move the other way too. One of the most action-packed scenarios in *Vanguard* is a mission that sees your warband trying to capture a giant... so it's a good job we've added a massive 18cm tall giant to our catalogue (MGE MGKWH401). When we release new monsters in the future, we can

create custom *Vanguard* scenarios for them too — perhaps you're trying to stop a dragon setting fire to a village or push a Kraken back into the sea. We're really excited by the opportunities! Oh, and those characters you've created in *Vanguard* — well, how about a way to use them in our dungeon crawler, *Dungeon Saga: The Dwarf King's Quest*? That's right, we're working on that too.

One of the elements we're most excited about when it comes to *Vanguard* though, is that it's so easy to get into. Although *Kings of War* is hugely popular — it's a big investment in terms of hobby time. Even the smallest army can have close to 100 figures, which you have to build and potentially paint before you get them on the table.

With *Vanguard* you only need around 10 miniatures painted up, ready for play. Sets like the *Basilean Faction Starter* (MGE MGVB101) come with 15 miniatures, which is enough to start your adventure. Once you're ready to expand with more powerful characters, then it's simply a case of picking up the *Basilean Faction Booster* (MGE MGVB102). This comes with three beautifully detailed resin miniatures that give you more options for commanders and support units.

At launch we've got four factions for people to choose from: the brave but harsh Basileans, a group of highly religious individuals that will do whatever it takes to stamp out evil. The *Nightstalkers* — horrific creatures that are literally the stuff of nightmares.

These twisted beings want to return to the real world and cause as much suffering as possible. The *Abyssals* — a group of mischievous demons that revel in destruction. The *Northern Alliance* — a mixed bag of outcasts that live in the cold north. Legends tell that they are protecting something incredibly powerful, but no one knows what it is. Each of these warbands has a faction starter and faction booster, so players in clubs and stores can choose their favorite and get battling!

We're hugely excited by *Vanguard* and the reception so far from the Mantic community — and fans of skirmish games, in general — has been fantastic. The end of 2018 and the whole of 2019 promises to be a very exciting time for our fantasy range.

...

Rob Burman is the Online Marketing Manager for Mantic Games. He can regularly be seen trying (and failing) to lead goblins into battle.



#4

BGG's Buzz from
Gen Con 2018

MINI DIVERCITY

MAXIME TARDIF

1-7 8+ 15'-20' LIGHT
CO-OP GAMEPORTABLE GAME
GREAT GIFTSOLUTION FOR
ALPHA PLAYER

1

Limited information - only
the other players can see the
species in your hand!



2

Reveal an industrialist
card from the deck to
play the antagonist after
each player's turn.



3

Player options :

- Close a hotel
- Use Diver ability
- Play a card to save a species.
- Communicate: Tell another player all the species in their hand.



4



Save the species before too many of
them become extinct!

AVAILABLE NOW

MSRP: \$19.99

SKU: MIDIVEN100


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10 MINUTE HEIST THE WIZARD'S TOWER



10 MINUTE HEIST: THE WIZARD'S TOWER

DMG 10MH001..... \$20.00 | Available Now!

In the grand city of Amarynth, there lives the wise wizard Alazar who is a collector of magical objects from across the realm. He keeps them locked away in a tall tower for fear of them ending up in the wrong hands.

Fortunately for a few brave scoundrels, Alazar has gone on an epic quest to vanquish the evil artificer, Styrn, and won't be back for quite some time. While Alazar is off saving the land, treacherous thieves can't pass up this opportunity to steal all the valuable treasure hidden within the tower.

The thieves emboldened enough to attempt this heist have decided to make a few small wagers; who will get out of the tower first and who will escape with the biggest haul. The only way in is through the open balcony window at the top, so the thieves gather their satchels, crowbars, and grappling hooks and make their way to the Wizard's Tower!



THE TOWER BECKONS

Designed by Nick Sibicky, with art by Denis Martynets, *10 Minute Heist: The Wizard's Tower* is a strategic set-collection game. You and your fellow thieves will steal as much loot as possible and compete to become the best and most infamous thief in the realm. The Wizard Alazar has many items for you to collect, and you'll be rewarded for collecting the most of a certain type and the most of a certain value. There are many items with special powers to collect but be careful - they may be cursed!

The rules are simple, starting at the top of the tower and working their way down and out, the thieves move about on the various floors, collecting the wondrous items that will hopefully earn them the most prestige points!

THIEVES IN THE NIGHT

On a player's turn they may move their thief to any card on the same level or lower than their current location. A thief may always be moved sideways or down to any card in the tower, but they can



never go back up! Once a thief stops at a card, then the player takes that card and adds it face-up to their haul. The thief token remains in that empty card spot until the player's next turn.

A player's haul is public knowledge, except for their starting treasure. When a card is added to the haul, if it has a special power it must be used immediately. If for some reason the player cannot complete the power, they may not take the card. Treasure cards come in five suites: Potion, Fossil, Artifact, Jewel, and Tome.

SCORING YOUR HAUL

Once all the thieves have exited the Wizard's tower, then scoring begins and scoring tiles are awarded. Player's earn scoring tiles based on three things:

- **Treasure suits:** Players count of the total value of each card they have in a given suit, including wilds. The player with the highest value in that suit will earn the scoring tile.
- **Value sets:** For the values of 3, 4, and 5, players will count the number of cards they have with that value. The player with the most cards of a given value will earn the scoring tile.
- **Curses:** Players will count up the number of curse icons they have collected across their haul. They players with the most and the least curses will earn scoring tiles, however the player with the most will earn negative prestige points.

Once all scoring tiles have been awarded, then players add up their total prestige points and whoever has the most is the victor!

AN EXPANDING WORLD

10 Minute Heist: The Wizard's Tower is the first game in the Amarynth universe - a Victorian inspired fantasy world. The setting is familiar to most players and the art by Denis Martynets really helps to hook players. We've included the Scarab promo card in this issue of GTM.

Look for our second game in the Amarynth universe which will be coming to retail in 2019!

...

Sarah Sharp is co-owner of Daily Magic Games and helps in all marketing and development efforts. She also runs Creator's Companion, a company dedicated to word-smithing and copy-editing all text in hobby games.

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CLASH OF STEEL

CLASH OF STEEL

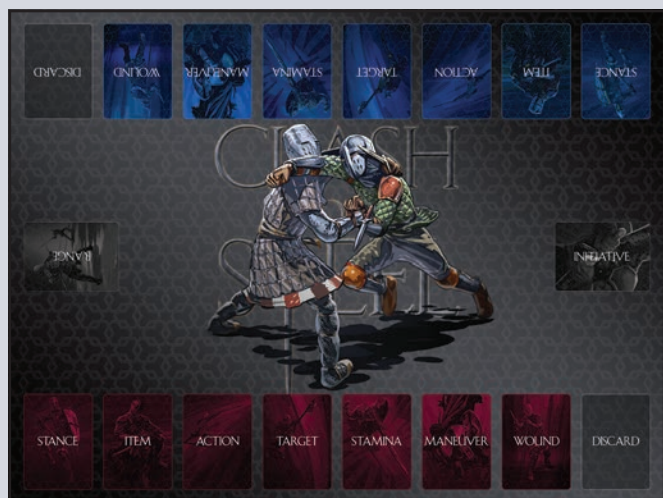
NMA 6138..... \$14.99 | Available November 2018!

As long as I can remember I've had a passion and a love for swords, duels, and the tenacious people who fight to the death with nothing more than a sharp piece of steel. My interest in gaming really blossomed when I realized that I could play games about swords. As a kid I would pick up dice, cards, or game pieces of any game I could get my hands on — so long as I could imagine my character or army or champion as a sword-wielding knight.

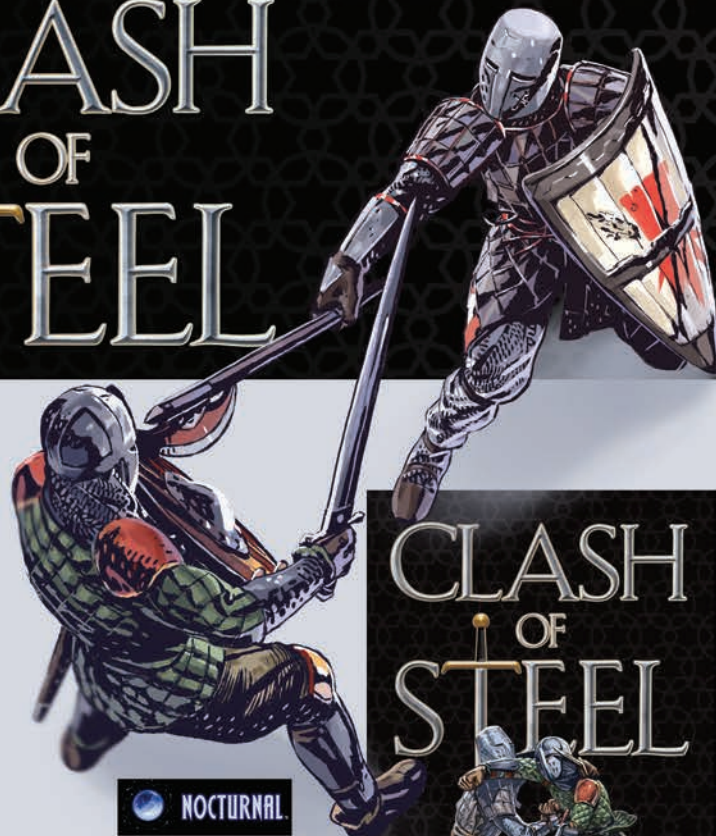
Over the years my interests refined, focusing on the practical choices made by fighters in historic times; why their weapons were made a certain way, what techniques they used, how frequently and quickly did they fight. This naturally lead me to an interest in HEMA — Historical European Martial Arts — and the rabbit-hole of various treatises on swordplay, half-swording, stances, edge control and the like. While I never took up the blade myself, I was fascinated by those modern-day knights and warriors who did so.

Why not try to merge my two favorite hobbies? I'd been playing sword-based tabletop games for a quarter century, but most of them never quite *felt* right. They lacked a certain tactical depth, a particular feeling of tension and timing that I'd grown accustomed to in my study of HEMA and authentic melee duels. There was something romantic about the whole thing, but violent and intense at the same time.

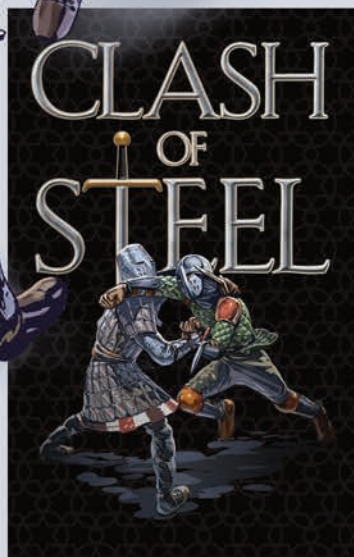
While luck was a small part of a knight's victory (as it's a part in all things) time after time it came down to the *choices* that the warrior made: what weapon to use, when to strike, when to defend, when to allow a blow against an armored point in order to fell your opponent. It was a *tactical* series of lightning-fast decisions and manual prowess, a lethal dance in which each step and sequence was methodically weighed, considered, and struck.



In order to experience what I loved about swords and duels and knights and HEMA, I began feverishly working on game designs that could emulate or evoke these experiences. What truly mattered in a game about duels? What was the heart and the essence of two



NOCTURNAL



warriors, locked in a lethal contest of will and wisdom?

The nascent forms of *Clash of Steel* were born, first as an RPG mechanic, but then simplified and refined and distilled down into a codified card game. I wanted a game that could fit in someone's pocket, a game that could be played in the span of a few minutes and in which every element was fair, balanced, and choice-based.

An experienced duelist, like a Chess master, knows the moves available to their opponent; knows that the balance of the game is in the strategies they deploy. Is it better to attack aggressively, risking valuable resources for a chance of a killing blow? Or to remain more cautious, allowing the opponent to work themselves into a trap?

Clash of Steel takes all of these strategies into account, and more. What is the optimal range for your weapon? How much of your stamina are you willing to sacrifice to hold out against an enemies' attack? What if you swap to a dagger, get in close, and try to finish them in a single strike? The game is exciting and intense. It offers enormous replay value and a gradual learning curve. The concept is simple to pick up and grasp in a few minutes, but has an *enormous* skill ceiling.

Through my partnership with Nocturnal Media, we set out to make a game that was not only sold at an impulse-buy price point but constructed solidly enough to sit proudly on any gamer's coffee table. I could not be prouder of the game that we've produced. Every detail of the design, art, and construction is the best that we could deliver, and the game packs an enormous amount of value and punch in a compact clamshell. The preliminary response on Board Game Geek and elsewhere has been overwhelmingly positive. I invite you to cross blades with a friend and give *Clash of Steel* a try.

...

Ben Dutter has been designing games almost as long as he's been fascinated by swords. An admirer of historical authenticity, concise writing, and elegant game design, Ben sought to combine all three in his card game: Clash of Steel.



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PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #6 - PAINTING BLACK

Welcome to the latest "episode" of Painting Happy Lil Minis in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page - Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice to the table.

TECHNIQUES - DRYBRUSHING AND HIGHLIGHTING

Black can be tough for some people to paint. We get used to highlighting and shading different colors, but black can't be shaded. It's already as dark as it can be. The trick is to highlight the black so that it doesn't become washed out, too grey.

There are a number of approaches to highlighting black. The most commonly used is to drybrush or layer a neutral grey in successively lighter tones. For our example shown here, I made sure to leave plenty of black in the shadows. If you find your model is looking too grey after your highlighting, you can always give it a glaze or two of black wash.

Another method is to use dark blues and blue-greys as the highlight colors. This is great for shiny leather, such as that seen on the quilted coat of the Night's Watch Sworn Brother we've used for this example.

Another way, very useful for when you need to represent cracked black leather belts is to mix in a pale flesh color to the black for your highlights, and then stipple a little bit of the flesh color along the edges of the belts to show the cracking.





1 Prime the model with black spray. You want to make sure your coverage provides a smooth and solid base to work from.



2 The first step is a light drybrush of Vallejo Model Color Dark Grey over the cloak. Be careful to keep the paint on the folds of the cloak and the tufts of fur at the collar.



3 The next step is a light drybrush of Vallejo Model Color Light Grey, catching just the top edges of the cloak.



4 For the padded coat, paint the quilted sections of leather and the trim with Vallejo Model Color Prussian Dark Blue.



5 Highlight the top edges of the quilted sections with a 50:50 mix of Prussian Dark Blue and Vallejo Game Color Sombre Grey.



6 The final highlight, added to the tops of the quilted sections, is Vallejo Game Color Sombre Grey.

SHADING OVER GREY

Another way to paint sections of your miniatures black is to start from a grey basecoat and shade down.

The Sworn Brother shown here was primed black and then sprayed with a grey primer for a raised angle to create shadows. The cloak and fur and other areas were then washed with a 50:50 mix of Citadel Abaddon Black and Citadel Nuln Oil. Once dry, these areas were given a second wash of the same mix. Later, some edge highlighting was added. The pants were given a few layers of Citadel Agrax Earthshade wash.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



TWILIGHT IMPERIUM 4TH EDITION (FFG TI07)

From Fantasy Flight Games, reviewed by Eric Steiger



| | |
|---|---|
|  14 & Up |  3 - 6 Players |
|  4 - 8 Hours |  \$149.95 |

If you asked one hundred board game hobbyists their favorite game, you would probably get at least fifty different answers. But if you asked them the most *epic* game they have ever played, I guarantee you that at least sixty would answer “*Twilight Imperium*.” The stories about *TI* are matched only by the stories from players’ sessions of the game, and everything about it is larger than life. It takes up more real estate on the table than a 12-course meal? Oh yeah. You need an entire day, or more, to play it? You bet. In a pinch, a sealed copy of the game could double as a battleship anchor? Well... maybe not quite. But the fourth edition of the 20-year-old behemoth that defined “big box board games” is still an incredibly impressive addition to one’s shelf. And at a \$150 MSRP, it had better be. So, what is this legendary experience all about, and is it everything it’s cracked up to be?

Twilight Imperium is about a fallen galactic empire, and the races competing to reestablish it. Set at the end of an interstellar dark age, in a setting whose level of backstory and detail rivals that of Middle-Earth or Arakkis, each player controls an alien race vying for supremacy through a combination of military might and conquest, technological advancement, and political prowess. The game contains 17 different races, each with unique strengths and play styles. After building the galaxy, hex by hex, with the fallen capitol Mecatol Rex in the center, players will begin to expand their territory to different systems to build their economies and empires. But what sets *Twilight Imperium* apart from many other games in the genre is that you don’t win by conquest alone. Each round, an objective is revealed to all players, for which scoring may require them to spend resources, or upgrade their technology, or control certain strategically important spaces. Additionally, a player can acquire and fulfill secret objectives to propel them to victory. In a typical game, the first player to 10 VP wins.

Despite its scope, *TI 4th Edition* is incredibly well streamlined compared to its predecessors, and play is actually relatively straightforward. At the beginning of each round, players claim strategic roles, determining the turn order for the round and the one action each of them *must* take during the round. A player may not pass until they perform their role’s action, and when they do, each

other player gets to perform a secondary version of it, if they want and can afford to. In a later article, I’ll discuss the 8 different strategic roles and how mastery of each is integral to succeeding at *TI*. In addition to their strategic action, players will also perform tactical actions to move their forces across the galaxy, build new units at their shipyards, and engage opponents in combat.

Once any player first invades Mecatol Rex, the political arena opens up as well. Agenda cards will give players the opportunity to negotiate and vote on powerful laws and directives, permanently changing the rules of the game or giving players major advantages.

For those familiar with earlier editions of *Twilight Imperium*, *4th Edition* features several refinements of previously clunky mechanics. In particular, trading (and deal-making in general), combat timing, and politics have all changed significantly, removing a lot of unnecessary complexity. Most importantly, however, technological advancement has been completely revamped, replacing complex tech trees with a simpler card-based icon system.

Over the next several months, I will be doing a deep dive into the different fascinating aspects of *TI 4th Edition*, including a look at the strategic roles, the various races, the political agendas, and combat. For now, I will end by trying to help you decide whether or not this game is worth the investment.

There is no question, a session of *Twilight Imperium* is an event. Stories about the playing time aren’t exaggerated — a 4-player game won’t be over in less than 4-5 hours, and a 6-player game could easily go eight, with an additional six hours if players aren’t familiar with the game and the rules. If you don’t have a day to spend on one game, there are plenty that don’t ask for this level of commitment. But if you can get a group together for that kind of time at least semi-regularly, then it is absolutely worth it. There is no gaming experience like the politicking, strategizing, dealing, and just the right amount of luck in a session of *Twilight Imperium*, and you will be rehashing the most amazing moments from each session for days, until you manage to sit down for the next one.

...

Eric is your friend, and friends wouldn't let you play bad games.



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SMALL WORLD: POWER PACK EXPANSIONS #1 & 2 (DOW DO7923 & DOW DO7924)

From Days of Wonder, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



| | | | |
|--|-----------------|--|------------------|
| | 8 & Up | | 2 - 5 Players |
| | 40 - 80 Minutes | | \$29.99 Each Set |

This review will be a little different than our past reviews because rather than reviewing a full game, we are reviewing two expansion packs for Small World. If you are interested in how Small World is played, feel free to hop over to our YouTube channel and look for our Small World playthrough in Season 3 Episode 8!

These expansions are combinations of what used to be sold separately in folio type packets instead of a nice box. You would have to fit the new components into your original Small World box, or provide your own container. Power Packs 1 & 2 each have a storage tray inside the box to organize all your new pieces!

ORIGINAL GAME BASICS

The basic premises of Small World is that the land is small and there are too many races trying to live there. Each race is trying to take over and does so by conquering other races any way they can. The game is played over a certain number of rounds – for two players it is 10 rounds. After the last round the player with the most victory points is the winner!

There are many races to choose from. The original game comes with 14 that have different abilities and strengths. Each race is paired up with a special power badge that adds unique powers and abilities. The base game comes with 20 of these. A typical round plays like this:

- On your first turn, start by picking a race & special power combination to play, from a tableau that was shuffled during setup. Then, receive tokens matching your chosen race.
- Conquer regions on the board! You must start on an edge, and then continue into territories that are adjacent to those you are in. To conquer an unoccupied region, you must place at least two race tokens – but if there is an enemy there of some other obstacle (e.g. mountain, troll lair) you

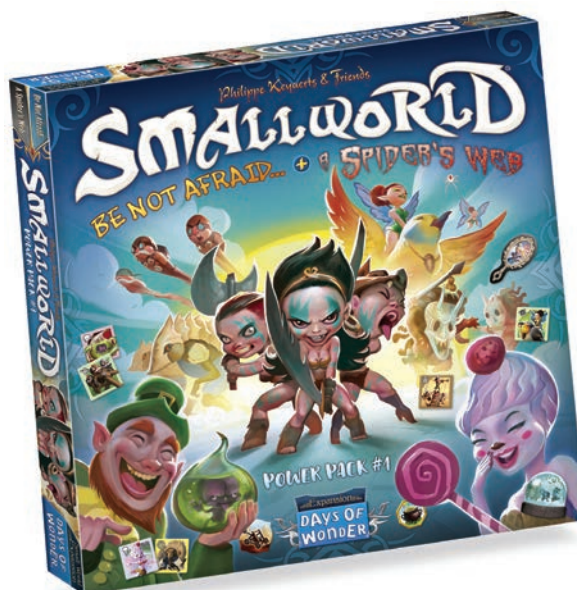


must add a race token for each token already there. So, if Phil already has two of his race tokens in a territory, Jane must play four to overtake it. If someone pushes out a race, that player loses one of their tokens and takes any remaining back in hand to play later. There is a die to use for the last area on your turn if you are one, two or three tokens short. If you are lucky, the die will give you enough "extra" race tokens, but if not the area remains as it was. Last, you can redeploy those tokens on the board to beef up other areas you think the other player may try to take over.

- Calculate your points – one victory coin for each region you are in at the end of your turn

There will be a point where you can no longer sustain your race (no race tokens left to play), when you elect to put your race in decline. Turn over your race tokens on the board, leaving one in each region, and then start your next turn with picking a new race/power combination. You still earn victory coins for races in decline, but you can only have one race in decline at a time. If you put a second one in decline, the first one is taken off the board.

The coolest part of the game is how different it can play based on what race and power combos are chosen! Once you have played the game and tried all the races that come with the original set, it is on to expansions! Both Power Packs can be used interchangeably with the original game.



POWER PACK #1: BE NOT AFRAID & SPIDER'S WEB

The first Power Pack contains two expansions – Be Not Afraid and A Spider's Web. Each expansion contains 4 new races and four new powers, providing many fun combinations! Here are some highlights.

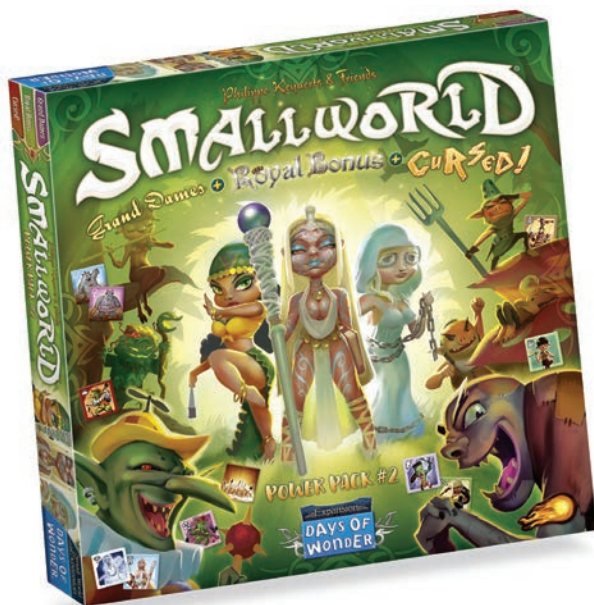
Be Not Afraid has the following races: Barbarians, Homunculi, Ice Witches and Leprechauns. Some of the races have cool special abilities. For example, the Ice Witches collect a Winter Marker (looks like a snow globe) for each Magic Source territory they occupy. Winter Markers can be placed in their own region to gain +1 defense

in that region, or in a region occupied by others which causes them to earn 1 less Victory coin when scoring. Another one we liked in this set is the Leprechauns which come with 16 pots of gold. During the redeployment phase, the Leprechaun player can place one pot of gold in any territory their Leprechauns occupy, then collect that gold (one Victory coin) at the start of their next turn. However, if an enemy conquers those territories, they can take the coins!



A Spider's Web has the following races: Pixies, Pygmies, Skags and Slingmen. The Skags are like the Leprechauns as they place loot markers on regions they conquer. When an enemy conquers that territory the loot marker is revealed — it could be an attack where the enemy conquering fails or it could be something good like victory coins that the enemy gets to keep! The Pixies can spread far and fast, but are rather weak since only ONE pixie can remain in each region they occupy. If you play Pixies, conquer as quickly as you can, but be ready to put them in decline once your enemy starts wiping them out.

Both sets also have some really nice powers to use, like a Catapult allowing you to conquer a region one away from yours (in lieu of adjacent), and Lava that allows you to put a lava token adjacent to any mountain regions you occupy, rendering those regions unconquerable. All in all, a great expansion set with really cool races and powers.



POWER PACK #2: GRAND DAMES, ROYAL BONUS AND CURSED!

Even though these expansions provide a combined total of eight new races, you get 10 new powers. Again, all sets can be combined and used together, so you can play this game a long time with little repetition, and have different experiences each time!

Grand Dames new races include: Gypsies, Priestesses and White Ladies. Out of these, our favorite is Priestesses because when they go



in decline, you take one token from each region and stack them to form an Ivory Tower. Then, on each turn you score 1 victory coin for each Priestess token in the tower! It can be overtaken, but it is hard to do!

Royal Bonus races include: Fauns, Igors and Shrubmen. From this set we really liked the Shrubmen: Any forest region a Shrubmen occupies is immune to conquests, even when in decline. Super powerful!



Cursed! races include Goblins and Kobolds. Between these two, we really like the Goblins as they can conquer any "in decline" region for one less cost than normal, making conquering easy!

This Power Pack also has cool powers like Ransacking, which allows you to get a victory coin from a player's stash for each of their regions you conquer! We also liked Fireball: During your redeployment you get a fireball marker for each Magic Source region you occupy. They count as two race tokens for future conquering!



Honestly, ALL the races and special powers are cool, and we look forward to playing this game even more, now that we have so many combinations to choose from! We may even put it on our 10x10 board for next year!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



STARFINDER RPG: ARMORY HARDCOVER (PZO 7108)

From Paizo Publishing, reviewed by John Kaufeld

| | |
|--|---|
|  8 & Up |  2 & Up |
|  Varies |  \$39.99 |

We started playing *Starfinder* at the invitation of a friend. He was running a group at one of our friendly local game stores, and he needed a couple more players.

The science fiction roleplaying setting sounded interesting, so we gave it a go. Long story short, we're hooked.

That's why we were so excited about the prospects for *Armory*, Paizo's latest addition to the *Starfinder* line. We're happy to report that the book is all that we hoped and more, giving players and game masters the equipment, background material, and class options they need to add depth and texture to their sessions.

Here are the top five things you need to know about *Starfinder Armory*.

LOTS OF NEW ARMAMENTS

No surprises here, especially given the book's name. But even so there's a tremendous amount of content guaranteed to make anyone happy. Weapons, background explanations, new properties, and new fusions take up about 60 pages of the book.

Every category and weapon level gets some love, but everything stays balanced with the weapons in the core rules. These options let you add flavor to your characters rather than giving them superpowers.

PLENTY OF ARMOR AND UPGRADES

Light and heavy armor get about 50 new items total at all levels. Like the weapons, the new armor gives players and game masters many more ways to express specific character personalities or environmental hazards.

Several of the items carry lore that frames them in the *Starfinder* universe story, giving players a feeling of connection with the game's "history." Lashunta Mind Mail, Night Plate, and Vesk Brigandine offer great examples of this.

NEW CHARACTER OPTIONS

Like the other books in the line, *Armory* expands a little on its primary theme to give players a new archetype along with options for the primary character classes.

The new Augmented archetype focuses on personal upgrades and enhancements. This gives players an opportunity to push the boundaries of upgrades. Class features like Nested Augmentations and Overclocked Systems promise some very interesting character designs and story lines in the future.

All character classes gain new options, but the solarians seem to come out the best. Between new stellar revelations, weapon crystals, and the soulfire fusion (adds your Charisma bonus to your solar weapon's damage), we anticipate seeing more solarians in the player character pool.

EXPANDED AUGMENTATIONS, TECH, AND MAGIC

Of course, the new Augmented archetype need toys to play with. The *Armory* delivers several pages of augmentations to satisfy any need, including biotech, cybernetic, magitech, and necrograft forms.

The book also expands on the many "normal" things characters need for life, ranging from simple musical instruments to the level 18 weightless footlocker. You can even have your characters play a strategy game to earn a boost for intelligence skill checks.



Magic items, artifacts, and hybrid items round out the equipment selection. GMs will find many fun and dangerous items to throw at PCs (sometimes literally). Our favorite in this section was the level 10 wonder grenade, which requires a percentile roll after activating to determine what happens. And just about anything can happen.

USING ARMORY IN STARFINDER SOCIETY PLAY

The contents of the *Armory* book are legal for *Starfinder* Society play, with some notable exceptions and adjustments.

Make sure you review the details on the Paizo web site at paizo.com/starfindersociety/additional before getting too excited about any particular item (like someone at our house did when he read the description for enervating hand and immediately tried to give it to a Society character).

THE VERDICT

If you're serious about your *Starfinder* play, whether at a home game, in a game store campaign, or in Society play, you'll find a lot to love in *Armory*.

As with the other *Starfinder* expansion books, pay close attention to the *Armory*'s exhaustive item notes. Read through the exclusions list for Society play, too, because you don't want to proudly carry something into battle only to have the game master rule that it actually doesn't exist.

Have fun exploring the various options for your existing characters. *Armory* gives you the tools to take what you imagine in your mind's eye, and then create a unique and perfect representation of it that you can play in the game.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, The Dad Game (<http://dadga.me/column>).



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THE TEA DRAGON SOCIETY CARD GAME (RGS 00811)

From Renegade Games Studios, reviewed by Rebecca Kaufeld

| | |
|---|---|
|  10 & Up |  2 - 4 Players |
|  30 - 60 Minutes |  \$20.00 |

LEGEND TELLS OF ANOTHER DRAGON

Yes, some are dark. Others are moody and violent, becoming angry at the drop of a hat. Some are wise beyond their years, and older than the grass and trees. Others are cheery and curious, accompanying travelers on their adventures around the earth. Some are gods, others are friends, and still others hide away, wishing only for solitude and silence.

And then... there are tea dragons.

The most innocent and childlike of their race, tea dragons are the rarest and most beautiful dragons in existence. Their fondness for home and pretty things often hides them away from the outside world, but if found, often become faithful companions and loyal friends.

And you, brave adventurer... have found your tea dragon. This is the story of how you become friends.

THE WAY DRAGONS ARE

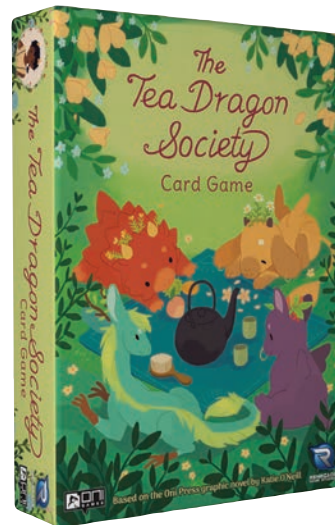
Like humans, each dragon carries their own personality. Some are more hungry, more sleepy, more tidy, or more entertaining than the others; usually they're happy, but sometimes they bite or are grumpy. It's up to you, as their human companion, to be prepared and help them balance their tiny wisdom with moments of fancy.

In the beginning, you and your dragon won't know each other well. To start, your dragon will share their secret ability. Some are most comfortable being entertaining or looking their best. Others may prefer sleeping or eating to pass the time! Either way your dragon chooses, this is when they're feeling their best. They learn faster and do more activities, which will become vital as you grow to be friends.

Tea leaves are a prized possession for these dragons, and they are very fond of collecting them. Big dragons have many tea leaves, so your little hatchling will try to collect all they can. As the game progresses, you can also use these leaves — or "growth" markers — to purchase two important cards: market items and memories.

**TO MARKET, TO MARKET... AND MEMORIES!**

You can find almost anything in the market. Fruit, incense, a bed, wind chimes — everything you see is something that helps your dragon grow! Most cards give your dragon extra energy, allowing them to flip another card after Feeding, Sleeping, Feeding or Entertaining. Some cards are bonus actions, adding more growth received for their usual habits. Cards like Books or Sugary Treats don't encourage growth, but they will reward you with extra victory points at game end. And still others cards, like the Iron Teapot, promise victory points — but it all depends on how many cards you have at the end!



The other items you can purchase are Memories. As your dragon grows, they'll see more of the world, and experience a wide variety of things: Travels, Rain, Fall Festivals, and more. Some Memories, are scary, like the Hungry Dogs. Others such as the Farmer's Market give your dragons growth by teaching them that they must always look their best; after all, who lets ungroomed dragons attend a market? And still others, along with the Tea Ceremony and Winter Walk, award victory points to the player who remembers them.

BUT TIME GOES ON...

As with most things, however, there is a catch. Memories are incredibly powerful things. They require a lot of growth to earn, and give bountiful rewards to their dragons, but there are only so many Memories one can have in a year. As the Memories are purchased, time goes on. There are only four Memories available on each season, and once three of those are gone, that season is complete. After all four seasons are finished, the game comes to an end.

Victory points are by teapots and labels at the base of your dragon's cards. How many points they earn is part of your journey: did you care for your dragon properly by Feeding, Grooming, and Entertaining them? Did you teach them to walk through the market and show how to use the items there? Did you build the Memories you need for a successful relationship? If so, your dragon will freely give you Victory Points; after all, you've become such good friends! If not, what can you do to become closer next time?

GO, FRIEND OF DRAGONS

And now, dear reader, it's your turn. The tea dragons have chosen you to enter their circle of trust, and share their innocence and ceremonies with you. Go; adventure, grow, and build Memories with them. You'll be glad you did.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



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(s19)



2-5



15+



35-45 mins



MUTANT YEAR ZERO: GENLAB ALPHA CORE (MUH 050452)

From Modiphius Entertainment, reviewed by Thomas Riccardi

| | |
|---|---|
|  12 & Up |  2 & Up |
|  30 - 90 Minutes |  \$49.99 |

As the events leading up to the apocalypse humanity has fled to underground enclaves not only to preserve their own life, but to also create new life. The life that they would create would be stronger and harder in order to deal with the terrible conditions that would envelop the world. In the wake of the apocalypse, the enclaves have since fallen silent; however, mutated creatures have thrived and survived in the environment that they have been created for. This is the new core rulebook of *Mutant: Genlab Alpha* from the folks over at Modiphius Entertainment.

Mutant: Genlab Alpha is set in the *Mutant* universe, but instead of characters playing just mutants they are playing mutated animals living in a place called Paradise Valley. In this massive valley there are forests, lakes, rivers and the entire valley is surrounded by a electric perimeter fence so nothing can get in...or out.

In this valley there are various tribes of animals that have gathered together such as dogs, cats, apes, badgers, bears, lizards, rats, rabbits, and moose. And each of these tribes also include offsets of each of the main species (for example the dog tribe would have various breeds of dogs as well as foxes and wolves). One of the things that I found interesting about this game is how the various tribes named their species. Some named them after famous poets and others after scientists and even others after entertainers so having a rat named Chopin-22 isn't uncommon in this game. However, if you are a member of the resistance then you would adopt another name than your chosen name.

Your character will have one of five assigned Classes and those are Warrior, Scavenger, Seer, Hunter and Healer. Each character starts out with the four base attributes as in the *Mutant RPG*, which are Agility, Strength, Wits and Instinct. Instinct replaces the Empathy trait from the original *Mutant RPG* which represents the ability to speak silently to other animals as well as your characters presence. The amount of points you get to distribute among these four are determined how old your character is (younger means you get more attributes but less points for skills while elders get less in attributes but more points for skills.) During character creation, you must have at least two points in each attribute, though you cannot go past four unless your class permits it.

For example, if you wanted to be a Hunter, you can choose to raise your Agility to five instead of four as you would use your Agility in your hunts. Also, each Class has a special talent so if you were to play a Seer, for example, you would be able to see sudden visions.

Another variation on the established *Mutant RPG* is each animal species has Animal Powers instead of Mutant Powers, such as claws (natural weapons), a sixth sense (to sense danger) and others. Rank is your social status within the tribe and that is influenced by the type of character you will play as well as your profession. You then pick what skills you want to use ranging from fighting to knowing nature and then assign them attributes among the pool that you chose for your character's age.



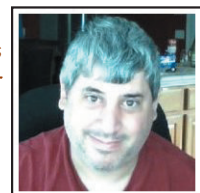
The Valley where the game is initially set is dangerous as your characters will not only have to contend with other tribes and mutated creatures but other dangers as well. There is a robotic element that was left behind to monitor the creatures within Paradise Valley, and while their masters are long since gone, these robotic watchers are still here. Sometimes these robots do more than just watch and conduct raids on tribes or even drag away some of the inhabitants for sinister experiments.

The mechanics of the game are the same as the *Mutant RPG*, as you will be using a combination of dice and cards to resolve various actions that you will encounter in the game. Also included in this massive tome is an adventure to get your group started aptly called *Escape from Paradise Valley*. You will gather your group as you will make your way through the valley as you will try to make your way to the outside world and discover what lies beyond Paradise Valley. And while this is a standalone core rulebook this can also be used in conjunction with *Mutant: Year Zero* as well.

Whether you wanted to bring feral animals into your *Mutant: Year Zero* campaign or wanted a fresh take on roleplaying in this universe *Mutant: GenLab Alpha* is definitely the way to go. For more information on this and other great games head over to www.modiphius.com and get ready to take a walk on the wild side!

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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